

GAMES

CAUGHT IN THE VORTEX!

Name the games here
and on page 33

WIN 100 GAMES!

Contest Rules: page 4
Clues: See
The Games 100,
pages 34-48



BENSON & HEDGES

The Deluxe 100.

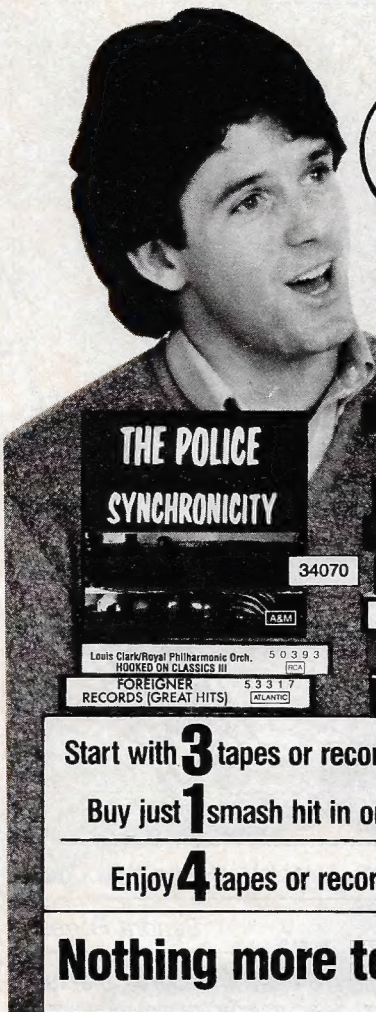


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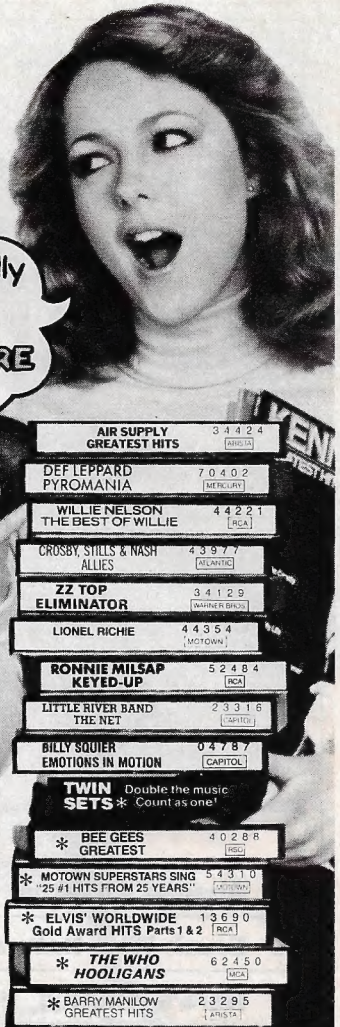
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 ...WITH NOTHING MORE
 TO BUY EVER!



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SYNCHRONICITY

34070

Louis Clark/Royal Philharmonic Orch. 50303
WORKED ON CLASSICS III

FOREIGNER 53317
RECORDS (GREAT HITS)

- KENNY ROGERS WE'VE GOT TONIGHT 34557 (LIBERTY)
- STEVE NICKS THE WILD HEART 44332 (MODERN)
- DAVID BOWIE LET'S DANCE 53730 (AM. AND MCA)
- RICK SPRINGFIELD LIVING IN OZ 53844 (MCA)
- OAK RIDGE BOYS GREATEST HITS 44417 (MCA)
- DIANA ROSS ROSS 53503 (MCA)
- STYX KILROY WAS HERE 34460 (A&M)
- COMMODORES ALL THE GREAT HITS 13622 (MOTOWN)

- ALABAMA THE CLOSER YOU GET 33563 (MCA)
- "FLASHDANCE" ORIGINAL SOUNDTRACK 33912 (CASABLANCA)
- NEIL DIAMOND THE JAZZ SINGER 32877 (CAPITOL)
- THE KINKS STATE OF CONFUSION 54228 (ARISTA)
- SYLVIA SNAPSHOT 14747 (MCA)
- QUARTERFLASH TAKE ANOTHER PICTURE 33973 (LITTON)
- PAT BENATAR GET NERVOUS 14616 (CHRYSALIS)
- A FLOCK OF SEAGULLS LISTEN 33905 (MCA)

DARYL JOHN HALL + OATES

HO

13369

- AIR SUPPLY GREATEST HITS 34424 (MCA)
- DEF LEPPARD PYROMANIA 70402 (MERCURY)
- WILLIE NELSON THE BEST OF WILLIE 44221 (MCA)
- CROSBY, STILLS & NASH ALLIES 43977 (ATLANTIC)
- ZZ TOP ELIMINATOR 34129 (WARNER BROS.)
- LIONEL RICHIE 44354 (MOTOWN)
- RONNIE MILSAP KEYS-UP 52484 (MCA)
- LITTLE RIVER BAND THE NET 23318 (CAPITOL)
- BILLY SQUIER EMOTIONS IN MOTION 04787 (CAPITOL)
- TWIN SETS * Double the music. Count as one!
- * BEE GEES GREATEST 40288 (MCA)
- * MOTOWN SUPERSTARS SING '25 #1 HITS FROM 25 YEARS' 54310 (MOTOWN)
- * ELVIS' WORLDWIDE Gold Award HITS Parts 1 & 2 13690 (MCA)
- * THE WHO HOOLIGANS 62450 (MCA)
- * BARRY MANILOW GREATEST HITS 23295 (ARISTA)

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- Kenny Rogers: Gt. Hits 50019
- Alabama: Mtn. Music..... 60229
- Duran Duran: Rio 63452
- B. Manilow: Here Comes Night 54146
- Fleetwood Mac: Mirage 04802
- Elton John: Too Low Zero 10196
- Waylon: It's Only Rock 44193
- Bernstein: Beethoven Overtures 05416
- Led Zeppelin: Coda 33759
- Bob Seger: Night Moves 43584
- Dolly Parton: Burlap/Satin 44133
- Music from "Revenge Of Jedi" 50352
- Asia 04729
- Hall & Oates: Private Eyes 34524
- John Cougar: American Fool 40331
- Canadian Brass: Gt. Hits 73493
- H. Williams, Jr.: Gt. Hits 34553
- Chris Cross: Another Page 34400
- Abba: Gt. Hits 13682
- Rush: Signals 04831
- Stray Cats: Built For Speed 04788
- J. Galway: Pachelbel Canon 34542
- Best Of The Beach Boys 23946
- Statler Bros.: Today 33753
- Van Halen: Diver Down 44205
- Best Best Merle Haggard 33505
- Eagles: Gt. Hits, V. 2 63218
- Juice Newton: Quiet Lies 23412
- Anne Murray: Gt. Hus 63530
- Chicago 16 04760
- Alabama: Feels So Right 53632
- Triumph: Never Surrender 53938
- Little River Band: Gt. Hits 53429
- Billy Squier: Don't Say No 54318
- J. Geils Band: Showtime 13346
- Bellamy Bros.: Gt. Hits 04770
- Hooked On Swing 04722
- Oak Ridge Boys: Bobbie Sue 64212
- Pat Benatar: Crimes of Passion 53331
- Hall & Oates: Voices 34045
- Led Zeppelin: Houses of Holy 34321

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FREE 10-Day No-Risk Offer! Listen to your 3 big hits for a full 10 days. If not satisfied, return them for a prompt refund. You risk nothing! So don't delay. Pick your hits, write the code numbers in the boxes on the right, and mail today!



RCA Music Service, 6550 E. 30th St., Indianapolis, In 46291
 RCA 49

Send back this coupon...today!

1
 TAPE PENNY HERE

MAIL TO: RCA MUSIC SERVICE,
 P.O. BOX RCA 1,
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I enclose 1¢. Please accept my trial membership in the RCA Music Service and send me the 3 hits I've indicated here under the terms outlined in this advertisement. I agree to buy just 1 more hit at regular Music Service prices in 1 year's time—after which I may cancel my membership. (A postage and handling charge is added to each shipment.)

2 SEND MY SELECTIONS ON (check one only):

- Cassettes Records 8-Track Tapes

3 I am most interested in the following type of music—but I am always free to choose from every category (check one only):

- 1 Easy Listening (Instrumental/Vocal Moods) 2 Country
- 3 Hard Rock 4 Pop/Soft Rock 5 Classical

4 RUSH ME THESE 3 SELECTIONS (indicate by number)

5 Mr. Mrs. Miss _____ (Please Print)

Address _____

City _____

State _____ Zip _____

Telephone (Area Code) _____

6 Have you bought anything else by mail in
 last 6 months year never

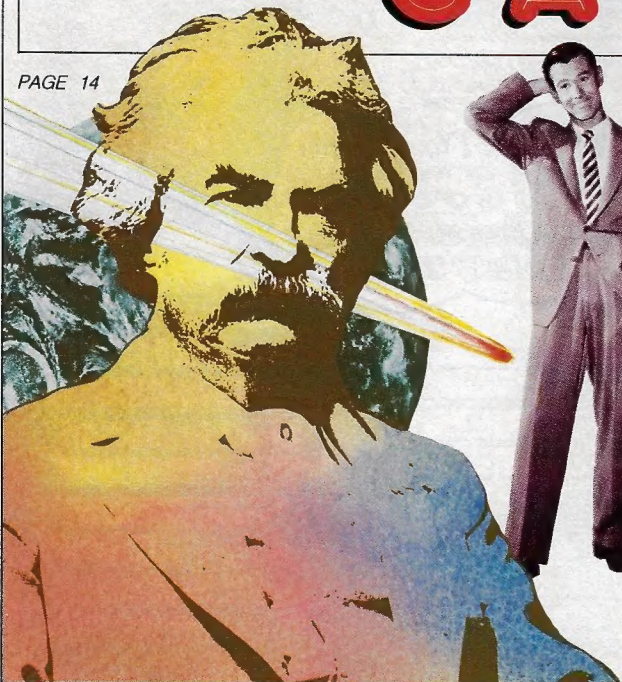
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GAMES

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CONTESTS

- 4 Caught in the Vortex** Name the 41 Games on the Cover and Page 33, and The Games 100 Is Yours

DEPARTMENTS

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| 6 Letters/Laundry | 12 Great Moments in Ingenuity | 69 Wild Cards |
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Difficulty Rating Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk! ★★★ Mixed Bag ★☆

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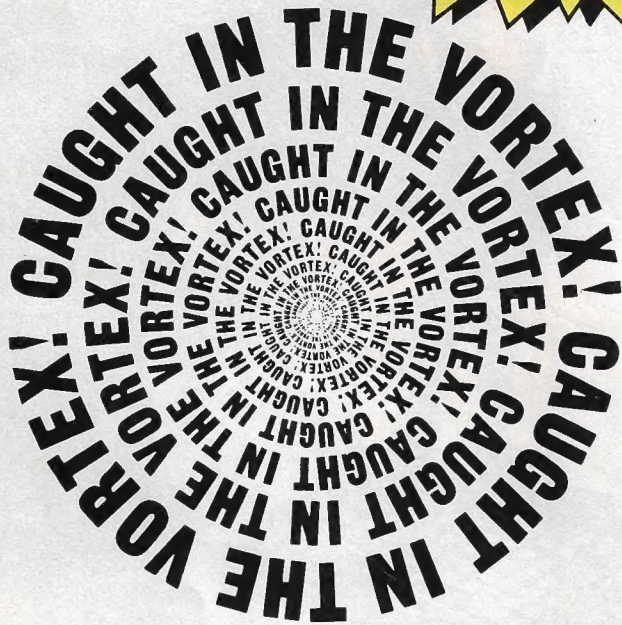
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Grand Prize
The entire Games 100
(see pages 33-48)
20 Runner-Up Prizes
One game drawn from
our grab bag



Can you identify the 41 different games caught in the vortex on the cover and on page 33?

The jolly, bearded gentleman below, shown delivering the grand prize to last year's Games 100 contest winner Philomena Merrithey, is busy again this year. He's making a list and checking it twice, and that's what you should be doing, too, if you'd like a shot at winning the 100 games chosen as The 1983 Games 100.

This year, we've sent game pieces spinning into orbit, and you have only to identify all of them correctly for a chance to win.

Entering The photos and game descriptions in The Games 100 (pages 34-48) are numbered consecutively, each number referring to a single game. As you identify the 41 games whose pieces or other components are shown on the cover and on page 33, write down the 41 corresponding numbers. (Note: A few games have

more than one version, referred to in their Games 100 descriptions by a number and a letter. For purposes of the contest, ignore the letters and write only the number.) On a sheet of paper, list these 41 numbers in order, from lowest to highest, along with your name and address. Entries listing more than 41 numbers will be disqualified. You may enter as many times as you wish, but each entry must be mailed separately. All entries become the property of GAMES.



Philomena Merrithey, of Forest Park, Illinois, and friend: She won last year by identifying games distorted in funhouse mirrors. This year, the games are lost in space.

Winning The winner will be the entry that correctly identifies the most games (by listing their numbers) that appear on the cover and on page 33. Ties will be broken by random draw. Mail entries to **Caught in the Vortex, GAMES Magazine, 515 Madison Ave., New York, NY 10022**. Entries must be received by **December 15, 1983**.

GAMES

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LETTERS

A Theme Restated

We're in the right "States of Mind" (Your Move, July, page 4). Here's our list of absurdly appropriate city names to go with the states:

Ex, Conn.
Farmerinda, Del.
Trapper John, MD
Do Re, Mi.
Cinna, Minn.
Bic, Penn.

Carol, Jackie,
Debbie & David Pollock
Radnor, PA

How about these for your northern neighbors?

Pom, P.E.I.
Standin, Que.
Restaur, Ont.
Super, Man.
Of Course, Yukon!

Graeme Fraser
Ottawa, Canada

We even thought up some fictitious characters to reside in your "States of Mind."

Noah Bilta, Mammoth, Ark.
I. M. Feelin, Slightly, Ill.
Wynot Beyer, Beerin, Kans.
G. Thurza Mighty, Pretty, Miss.
Hans R. Dirty, Jr., Goann, Wash.

Stuart Curnock
Painted Post, NY

Envelope of the Month



T. K. Katzoff
Waltham, MA

Cut It Out

Your Sledge Hammer Detective Story "The Unkindest Cut" (July, page 14), which posed its own solution to the mystery of van Gogh's ear, popped into my mind when I found this newspaper blooper. Too bad van Gogh didn't see it first!

Linda Goldstein
Carlsbad, CA

MURINE
EAR REMOVAL SYSTEM

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For more newspaper bloopers, see *Gamebits*, page 10.—Ed.

Try It

Your solution to "A Brassy Robbery" (Wild Cards, September, page 63) is based on the assumption that two men cannot carry a cash register through a revolving door. This is not true—I tried it with a friend, and we succeeded.

Ralph Rosenblum
Houston, TX

How long would it take to drink all the rain that falls on a square mile of land, if the total rainfall is one-tenth inch? Your answer, in "Second Guessing" (September, page 24), is 15.9 centuries, based on drinking one quart every two hours. But I say the answer should be 6.6 years, based on one quart every 30 seconds—I timed myself.

Reggie Klatt
Yuma, AZ

Edith's Ruse

I just figured out how Edith Rudy's Word Search puzzles work. When completed properly, the leftover letters of each puzzle spell out a quote or message relevant to the puzzle's theme, as well as the author's name. After solving "America Sings!" (September, page 30), I went back to the puzzle and found that the unused letters spelled out the first stanza of "This Land Is Your Land." I then checked all my past issues, and every puzzle that I saw worked the same way. Thanks for the added twist.

Jason Baruch
Purchase, NY

We'll Be Doggone

Copycat Coiffures, one of the fake pet services in your "Petpourri" Call Our Bluff (August, page 48), is not far off the mark. Says *Boyd's Book of Odd Facts*, "There's a London hairdresser named Signor Diagio who makes a tidy income by creating identical hairpieces for the lady customer and her dog."

Steve March
Turlock, CA

Pinochle, Anyone?

There are championship tournaments for tennis, bridge, chess—indeed for every game except the one in which I excel: pinochle. Does anyone know of an organized pinochle tournament? I would love to vie for "World Pinochle Champion."

Ralph Turco
Brooklyn, NY

We know of no organized tournament. Any-one else?—Ed.

Getting Smarter

The readers who pointed out that *Get Smart's* Agent 99 is really named Susan Hilton (August, Laundry, page 9) have another lesson to learn. The single episode in which 99 assumed that name ended with this dialogue:

99: "Oh, Max, you've saved me from making a terrible mistake. You're wonderful."

Max: "Oh, that's all right, Susan."

99: "It's 99, Max. Susan isn't my real name."

On no other episode is 99 given a name other than 99. This is confirmed by the Maxwell Smart Fan Club!

Jim True
Nashua, NH

LAUNDRY

If a reader finds a significant error of fact or a mistake that affects the play of a game, and if we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

Mistakes: September

★ I had no trouble matching my relative Bill with his nickname "Moose" in "The Cards of Summer" (Gamebits, page 8). But we've always spelled our name Skowron, not Skowran.

Jennifer Skowron
Mt. Prospect, IL

★ Re "Lost in the Ozone" (page 22): O! O! Uno mo' to go. Yo' photo also sho' yello' Lego.

Ricardo (aka Rick) Gordon
Minneapolis, MN

The lighter you showed cannot possibly be a Zippo. The design of the Zippo—a pattern of holes, not slits, and a wheel, not push-button, ignition—has never been altered in more than 51 years.

Janet Clark
Bradford, PA

★ The answer may have been "fair and square," but the clue wasn't. In the crossword "Boxes 'n Boxes" (page 31), 19-Across requests a two-word answer when it should have called for three.

Vicki Applegate
Fulton, CA

There are no Granny squares in a quilt, as you suggest in 49-Across—it's afghans that have Granny squares!

Claire Amundsen
Morrisville, NC

★ According to the U.S. Post Office, ZIP stands for Zone Improvement *Plan*, not *Program*, as you stated in "Howdah You Do?" (Wild Cards, page 64).

George Zadorozny
Tampa, FL

August

★ While wrestling with "The Marching Bands" (page 27), I discovered an error: "Staying Alive dance style" is not a clue for disco, but for jazz.

Paul Hunt
Cygnet, OH

EVENTS

If you plan to attend any of these events, write or call to check entry fees, dates, sites, eligibility, etc. Include a stamped, self-addressed envelope with your request.

Athletics Bicycle and swimming races, canoeing, golf, and a decathlon are among the 35 events at the Fun 'n Fitness Golden Age Games, November 7-12, in Sanford, Florida. Some 3,000 athletes 55 or older are expected to compete. Contact: Golden Age Games, P.O. Drawer CC, Sanford, FL 32772-0868.

Bridge Six thousand players are expected at the Fall North American Championships, November 25-December 4, in Bal Harbour, Florida. Divisions include pairs and teams, with the Reisinger Trophy competition as premier event. Winners qualify for the 1984 World Championship in Seattle. Contact: Jean Wright, American Contract Bridge League, 2200 Democrat Road, Memphis, TN 38116, or call (901) 332-5586.

Cribbage Cash prizes will be awarded to winners of the 6th Annual International Championship Tournament, November 12-13, in El Segundo, California. Players are seated by random draw; the playoff is on Sunday. Contact: Leilani Wade, Box 45371, Los Angeles, CA 90045, or call (213) 751-8174.

Duck Calling Serious duck callers can "get down" at the Annual World Duck Calling Contest, November 26, in Stuttgart, Arkansas. Competitors will be judged on length, tone, and accuracy of call. First prize is a \$1,000 bond. Contact: Chamber of Commerce, Box 932, Stuttgart, AR 72160, or call (501) 673-1602.

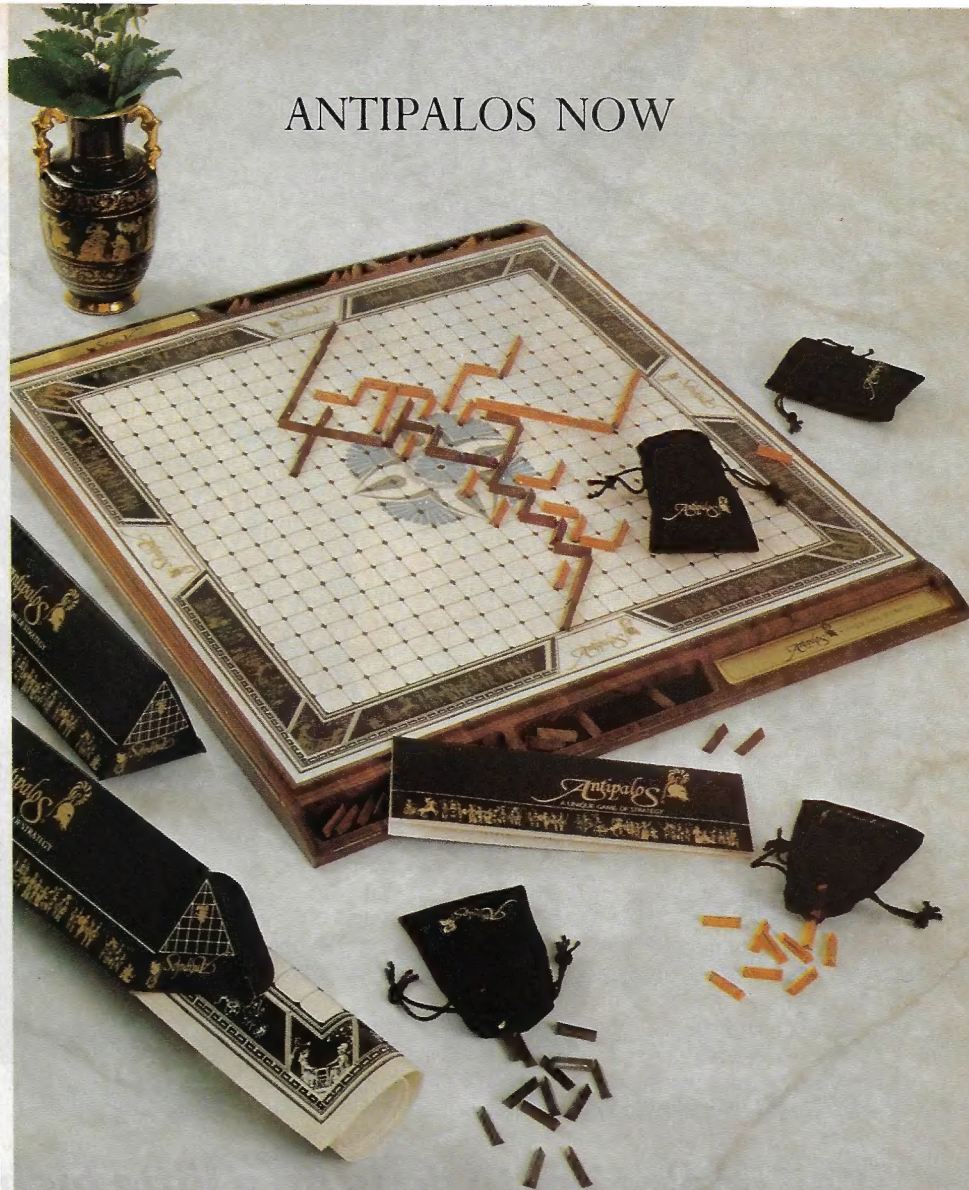
Frisbee Qualifying men's and women's teams representing regions around the U.S. will compete in the National Ultimate Championships, November 25-27 (site to be determined). Ultimate Frisbee involves two seven-person teams in a game combining elements of soccer and football. Contact: Brian Murphy, Box 7575, Greenwich, CT 06836, or call (203) 661-1572.

Krypto Devotees of this fast-paced, numbered-card game will compete at the 6th Annual International Krypto Contest, November 4, in Boston. Prearranged hands will test the wits of 500 players, competing in teams. Contact: MPH Krypto Contest, 36 Curtis Terrace, Fairfield, CT 06432.

Scrabble Cash prizes will be awarded to winners of the 3rd Annual Grand Canyon Scrabble Players Tournament, November 4-6, at a site overlooking the Grand Canyon. Pairing is by Swiss and Sequential systems, and 10 rounds are scheduled. A fee of \$25 will be collected at the door. Contact: Michael Baron, 2109 Altez N.E., Albuquerque, NM 87112, or call (505) 292-1080.

Word Games Language enthusiasts may attempt to eradicate words of a dubious nature by submitting entries to the Word Banishment Nominations, November 15-December 15. Entrants must explain just what irks them about the words they've chosen. Winners will be announced January 1. Contact: Banish, Lake Superior State College, Sault Ste. Marie, MI 49783.

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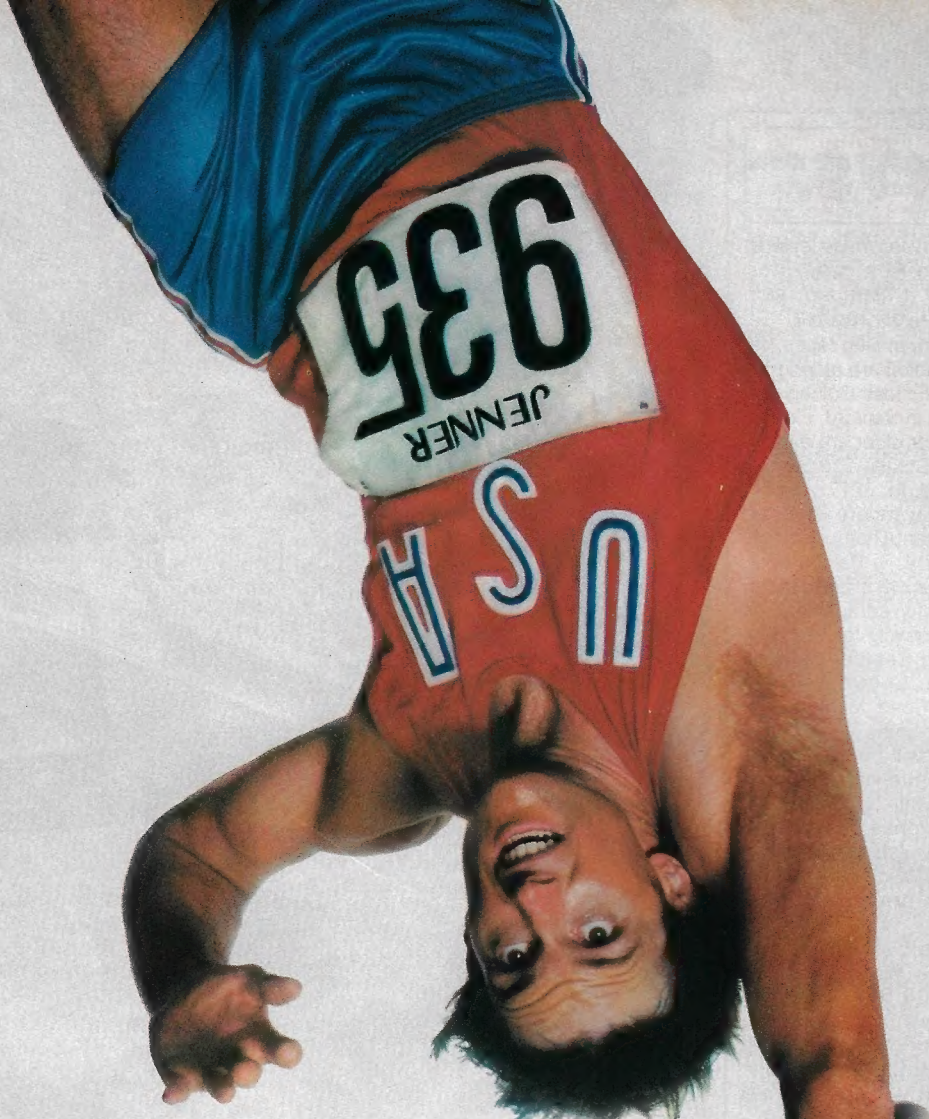
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than you’ve ever gone before.”***

Bruce Jenner, OLYMPIC DECATHLON GOLD MEDALIST

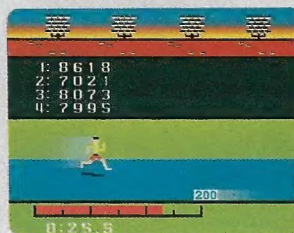
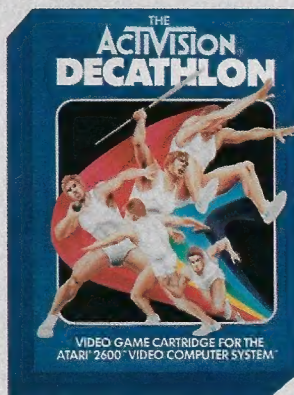
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GAMEBITS

Edited by Curtis Slepian



Disc Drive

For five days last July, the new breed of Frisbee artist competed at the U.S. Open Frisbee Disc Championship. In the sport's premier event, clean-cut athletes, students, and even such middle-class types as clinical psychologists and bookkeepers far outnumbered the familiar, long-haired counterculture players who popularized the sport in the late 1960s.

Thanks to sponsors Mazda and Wham-O, \$50,000 was at stake, and 150 top players from seven countries descended on La Mirada, California, to participate in five throwing events before a crowd of 3,000 people: distance, freestyle, discathon (a kind of Frisbee slalom in which players run as fast as possible over a one-kilometer course while throwing a Frisbee around mandatory obstacle gates), maximum time aloft (players must catch their high-flying toss one-handed), and golf (Frisbees have to be stroked into a total of 63 metal mesh "holes").

Perhaps the most surprising victor was Frank Aguilera of La Puente, California. Sporting a knee brace, the unathletic-looking Aguilera uncorked a mammoth throw of 121.48 meters in the men's distance event.

The "agony of defeat" award went

to defending world champ Harvey Brandt of Ithaca, New York, who in the finals of his event, the maximum-time-aloft competition, launched two throws of more than 11.5 seconds—good enough to win—but dropped both.

However, the real attraction of the meet was the freestyle event, a two-person choreographed routine of trick throws and catches, often set to music. Contestants sought to impress the judges with plenty of "nail delays," in which the Frisbee is spun on the end of a finger, and "chest rolls," a Harlem Globetrotter trick that involves rolling the disc over the chest and across the back.

The men's winners, the team of Bill Wright and Larry Imperiale, spoofed the opening of the movie *2001* by playing primeval men discovering the superiority of the Frisbee over the obsolete boomerang.

Crowned overall U.S. champions were Jeff Watson, 23, a pony-tailed jeans salesman from Sarasota, Florida, and, for the third time, Judy Horowitz, a 22-year-old law student from Forest Hills, New York. Watson took home \$5,000 and Horowitz, who competed against a much smaller field, won \$2,630.

The crowd favorite, though, was a short, curly-haired, unemployed harmonica player named Arnold Chavez. He was one of 20 spectators chosen at random for a chance to win a pickup truck by throwing a Frisbee into its open back.

Call it California karma, but Chavez won with a 20-yard toss. Celebrating with a quick tune on his harmonica atop his new truck, Chavez exclaimed, "Wow! I just hope I can come up with the money for a license."

—Mark Danna

Live and Let Spy

Maybe you can't live the life of James Bond, but at least you can look the part. Just consult *The Complete Spy*, by Robert McGarvey and Elise Caitlin (Perigee Books, \$9.95), a catalog listing all the tools necessary for the well-equipped secret agent.

CIA superspies may want to splurge on infrared goggles (\$8,000) that allow daytime vision in the dark, or on a Supercar (\$250,000): Its options include flip-down gun portholes, tracking transmitters, tear-gas sprayers, and a bomb detector.

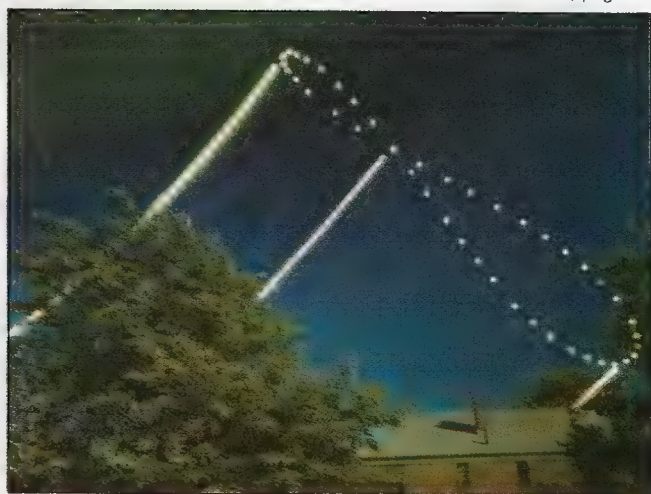
The spy on a budget would do well to consider the Blowpen (\$25), a blowgun disguised as a ball-point pen, or to replace his old brass knuckles with a lightweight aluminum version (\$6).

The book also describes such handy espionage devices as the case card armor pad, a bulletproof shield that fits over a credit card case; the Acousti-Sensor, which can magnify the ticking of a clock (or bomb) to jackhammer intensity; a wristwatch camera; the electronic handkerchief, which disguises the speaker's telephone voice; and Rearoscope, glasses that function like eyes in back of your head.

Even Q would be envious. —C. S.

It isn't often a picture of the sun can throw you for a loop. Taken by Dennis di Cicco, this unusual photo of the sun moving across the sky was a winner in the 1983 photography contest conducted by "Science 83." Can you figure out how the solar phenomenon was photographed?

Answer Drawer, page 75



Bloopers of the Month

This stack of bonehead headlines comes from the files of Mark Kantrowitz, of Brookline, Massachusetts, a man who clearly knows a good blooper when he sees one.

Cold Wave Linked To Temperatures

Daily Sun-Post (San Clemente, Calif.) 1/17/77

Sneak Attack by Soviet Bloc Not Foreseen

The Atlanta Journal 4/4/79

WAR DIMS HOPES FOR PEACE

Wisconsin State Journal, December 27, 1965

Blue Skies Unless It's Cloudy

San Francisco Chronicle 5/29

Bankrupt association termed in poor shape

Lawrence (Kan.) Journal-World 7/12/77

Food Is Basic To Student Diet

Bridgeport (Conn.) Post 1/18/78

British Scrabble Scramble

With the help of ZARF, INFIX, and HOURI, a 21-year-old freelance writer became the national Scrabble champion of Great Britain.

Colin Gumbrell scored a total of 1,612 points in the three-game final last summer in London, besting 99 other contenders from England, Scotland, and Wales.

When asked to reveal their strategies, many players said they tried to open the board during their games, but Gumbrell said he was simply a good speller. He knew he'd won his last game when he played PANDERED for 74 points, but winning the title came as a surprise.

Most people play for fun, but the finalists take their Scrabble very seriously. The loudest sounds during the games were the rattling of letter tiles and the clicking of stopwatches as

monitors enforced the two-minute-per-turn rule.

Complicating the strategy was the allowance of British and Scottish dialect words. Thus the Scottish FLEG ("to frighten") and HAVERING ("to ramble in the mind") both found their way onto the boards. The senior editor of *Chambers 20th Century Dictionary* decided challenges.

A lopsided number of contestants were teachers or computer programmers, with a smattering of lawyers and housewives thrown in. Between games, they memorized lists of permissible two-letter words and browsed through their national Scrabble newsletter. In addition to running news from Britain's 20 or so Scrabble clubs, the newsletter contains lists of words holding "problem" letters, and even ads for Scrabble-oriented vacations.

Gumbrell, however, will be taking a long vacation from Scrabble. He'll spend the next few months reading and writing before he resumes his training program: playing Scrabble almost daily for the six months before the next championship. —Fran Severn

In Front of the Eight Ball

Harold Hill, in *The Music Man*, knew what pool meant to the good citizens of River City: Trouble.

But to the good citizens of Las Vegas, pool means Business. Last sum-

mer, more than 150 men and women gathered there, at the Union Plaza Hotel, to compete in the third annual National Amateur 8-Ball Championships. This game, in which players must sink either all the colored or all the striped balls before sinking the eight ball, has become far and away the most popular version of pool in America, particularly since the advent of coin-op tables in the 1950s.

The players assembled in Vegas were the cream skimmed from local tournaments, some 1,000 of which were held early this year in taverns and family pool centers across the country. In all, 83 men and 93 women, many with their custom-cut sticks tucked under their arms, made it to the finals.

The Men's A-Division winner, Chuy Rivera, a mechanic from Albuquerque, New Mexico, toted two cue sticks—one to break the rack, the other to stroke. In the final best-of-17 match, Rivera needed both sticks to defeat Jack Thompson, of St. Joseph, Missouri, whose trademarks were the baseball cap he wore backward and the beer he gulped between shots.

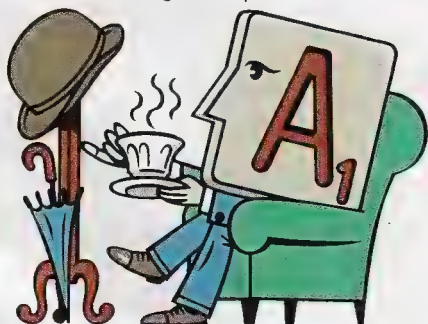
Both finalists started off tentatively, as though the pressure of the \$3,000 first prize were getting to them. Then they fell into a groove. In five straight games, the man who broke the rack ran the table. But when Thompson



failed to sink anything on his break, Rivera ran the table to take a two-game lead and went on to win the match nine games to six.

For the first time, the tournament included a women's division, in which the competition was intense. "We played pretty good," winner Janet McKee, a housewife from Aberdeen, Washington, laughed excitedly to runner-up Suzie Quall, of Appleton, Wisconsin. Quall didn't altogether agree: "I like being number one. . . . I feel terrible." Maybe pool is Troublesome after all.

—R. D.





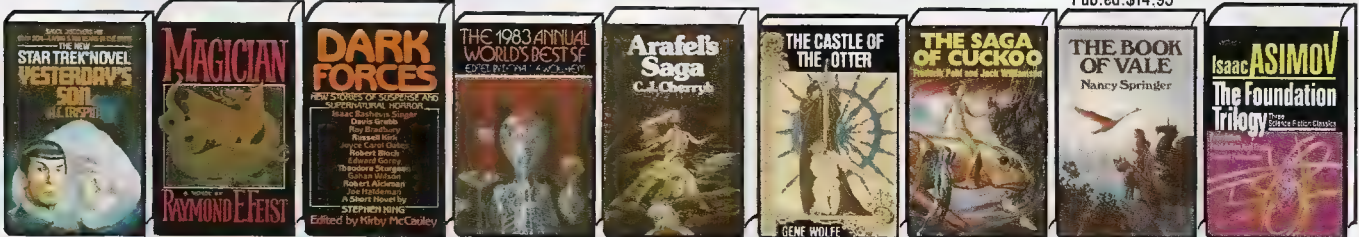
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A Very Magic Square

The magic square is a very old puzzle genre, but the example below is more magical than most. Can you determine a number suggested by each image, so that the numbers in each horizontal, vertical, and diagonal row add up to the same sum?

Answer Drawer, page 72





"Near the end of the movie, it looked as if they were both going to escape. Then they nearly got trapped, and zapped. But at the last second they fought their way out. And you know what? Julie and I were right there with them in space, without ever leaving our couch. When we want to go to the movies, we just rent some videocassettes and the movies come to us." Enjoying the luxury of home screenings is simple with a JVC videocassette recorder. The new HR-D120 and HR-D225 models have controls for all the most popular features—even shuttle search, freeze-frame, and frame advance—designed and arranged so simply, if you can push a button you can go to the movies without ever leaving home.

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AGAINST ALL ODDS

As the theories about coincidences increase, only one thing remains certain about these seemingly implausible events: their unending ability to astonish us.

by Richard Blodgett

Several years ago, a Connecticut businessman named George D. Bryson was traveling by train from St. Louis to New York when he decided to make an unscheduled stop in Louisville, since he was in no hurry and had never seen that city. At the Louisville train station, he asked for the name of the leading hotel and, accordingly, went to the Brown, where he was assigned room 307. After registering, he stepped over to the mail desk and inquired, on a lark, whether there was any mail waiting for him. The clerk handed over a letter addressed to "Mr. George D. Bryson, Room 307."

By coincidence, it turned out the previous resident of the room had been another George D. Bryson, from Montreal, and of course the letter was for him.

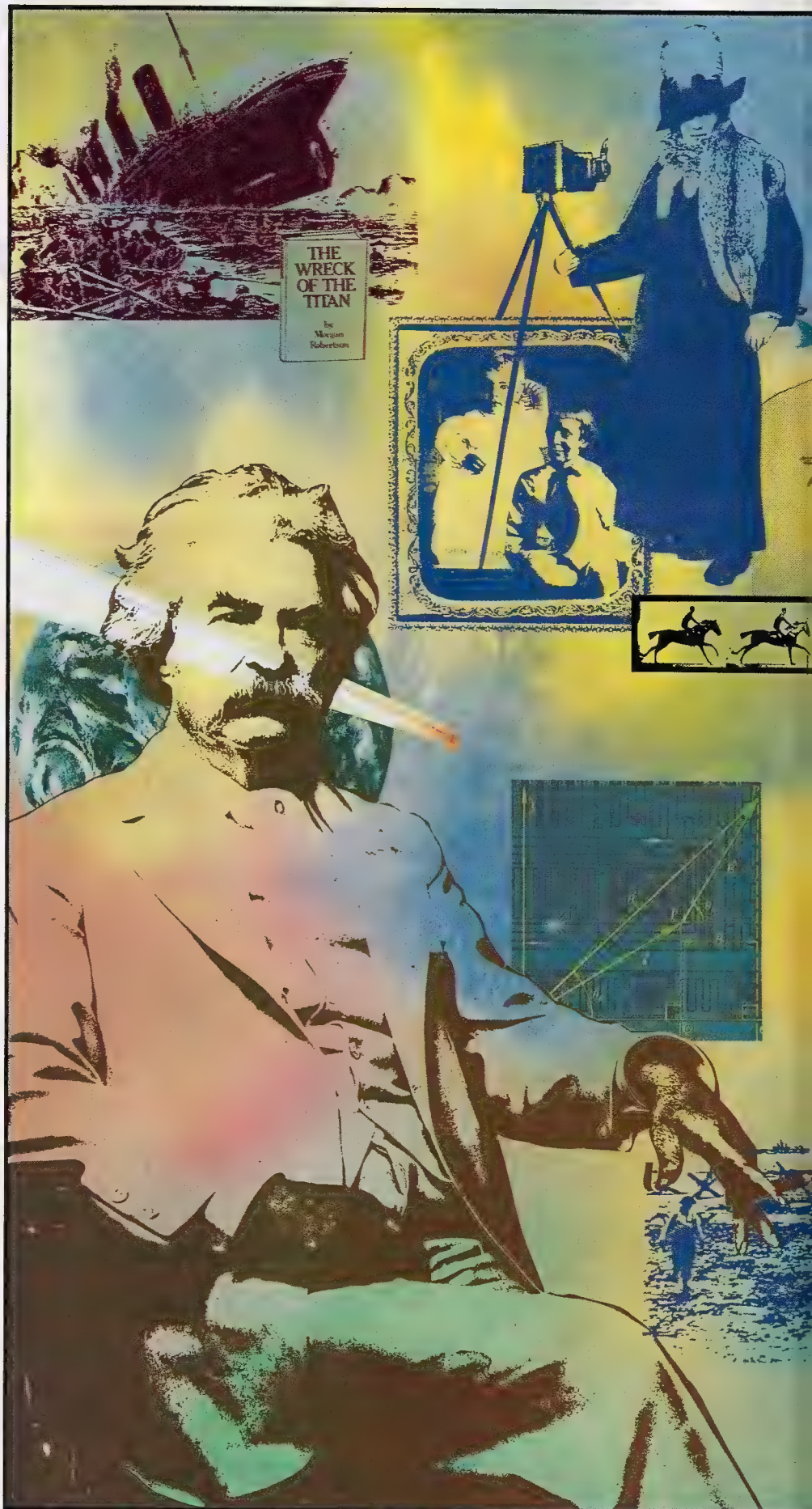
An equally quirky event befell a Chester, Pennsylvania, man named John McCafferty, who was arrested in June 1949 as a vagrant. McCafferty insisted the police were wrong, claiming he had a home—at 714 McIlvane Street. Tell it to the judge, the police said. McCafferty duly came before Magistrate R. Robinson Lowry, who asked, "Where did you get that address?"

"It's just an address," McCafferty replied.

"I'll say it is," responded the judge. "That's where I live. Ninety days."

Then there's the particularly French, particularly tasty coincidence involving a Monsieur Deschamps, a Monsieur de Fortgibu, and plum pudding. As a boy, Deschamps was introduced to plum pudding—then a rare delicacy in France—by de Fortgibu. Ten years later Deschamps saw a piece of the sumptuous dessert in a

Richard Blodgett, a widely published freelance writer, is the author of "The New York Times Book of Money" and "Photographs: A Collector's Guide."





restaurant and ordered it—only to be told it had been set aside for de Fortgibu. Many years had passed when one evening Deschamps was served plum pudding at a dinner party. He remarked in jest that all that was missing was Monsieur de Fortgibu—who then walked in the door. Now elderly and disoriented, de Fortgibu was on his way to visit friends and arrived at exactly the “wrong” house at exactly the right time.

Similarly beguiling coincidences have intrigued scientists and nonscientists alike for eons. They come in all sizes and degrees of significance, and have been attributed to everything from chance, fate, acts of God, and ESP to simple mathematics and the hidden order of the universe. And while proponents of the probability theory have demystified some seemingly improbable coincidences—showing that they’re not at all unexpected, but follow known mathematical laws—there’s still a whole body of examples that can’t be explained so simply. It’s no wonder the eminent Swiss psychiatrist Carl Jung, who had his own theories on the subject, called the whole area “dark, dubious, and hedged about with prejudice.”

For the mathematician, coincidences aren’t mysterious at all and can be explained by known laws of statistical probability. Such laws provide a way to estimate the chance that any event might occur, from the odds of a certain order of finish in a horse race to the likelihood that the second and third U.S. Presidents (John Adams and Thomas Jefferson) would die on the same day—and that the day would be July 4, 1826, the 50th anniversary of the signing of the Declaration of Independence. (“No language can exaggerate it—no reason account for it,” mused the Washington,

IT'S A SMALL WORLD

In 1967, a Long Island family decided, on the spur of the moment, to drive up to Montreal for the world's fair. They were sitting in front of one of the exhibits when who should walk by but their next-door neighbors, who had also decided, on the spur of the moment, to make the trip. The exhibit in front of which they all met? "It's a Small World."

DC, *National Intelligencer* at the time.)

In the mathematical view, with billions of interactions among the earth's four billion inhabitants occurring every day, the most surprising coincidence would be if there were no coincidences at all.

Suppose, for example, you were at a party with 22 strangers and, while talking with one, discovered that you have the same birthday. A remarkable coincidence? Hardly. The odds are better than 50-50 that among a group of 23 people chosen at random, at least two will have identical birthdays.

In his book *Lady Luck*, the late Warren Weaver—who also related the George D. Bryson story—recalled mentioning these odds at a dinner meeting of high-ranking military officers. Many of the officers were incredulous. Noticing that there were 22 people at the table, one proposed a test. In turn, each person stated his birthday, without duplication. Then the waitress spoke up. "Excuse me," she said, "but I'm the 23rd person in the room, and my birthday is May 17, just like the general's over there."

Much more astounding is the so-called "small world paradox." We all have experienced the effects of this phenomenon, which can involve the most seemingly improbable chance encounters. While vacationing in Nepal, for instance, you might meet Joe Green from Dubuque who, it turns out, is married to the younger sister of your good friend Gertrude from Los Angeles. "Small world, isn't it?" you blurt out. Actually, sociologist Ithiel de Sola Pool of MIT has demonstrated that the chances are 99 in 100 that any randomly selected American adult can be linked to any other randomly selected American adult by only two intermediates. Thus, if Smith and Jones are two persons in the United States picked at random, the chances are almost certain that Smith will know someone who knows someone who knows Jones. This finding is based on the assumption that the "average" American knows about 1,000 people well enough to recognize them on the street and greet them by name. But Pool has also shown that two hermits can be linked by seven intermediates at most, merely by assuming that each hermit knows one storekeeper (even hermits have to buy food).

These examples of the laws of proba-

bility are commonplace, but scientists have applied the same laws to cases that are much more mind-boggling. For example, *Life* magazine once reported that all 15 members of a church choir in Beatrice, Nebraska, were late for practice on March 1, 1950. Each had a different reason—a car that wouldn't start, an exciting radio program that wasn't over, ironing that wasn't finished, and so on. It was fortunate that none arrived on schedule at 7:20 P.M.—the church was destroyed by an explosion at 7:25. The choir members wondered whether their mutual delays were an act of God. But in *Lady Luck*, Weaver estimated there was a one-in-a-million chance that all 15 would be late the same evening—and the chance just happened to come up the night of the explosion.

The point, the mathematicians seem to be saying, is that even if the laws of probability deem an event to be statistically *improbable*, that does not make it *impossible*. There's always that slight chance—even, perhaps, the chance that a chimpanzee might write the complete works of Shakespeare. Several years ago, a Yale physics professor actually tried to compute the probability of this unlikely event. Suppose, he said, an ape were given a typewriter and permitted to type randomly day and night at a speed of 10 characters per second (assuming the chimp knew how to type, could do so at that breakneck pace, and had the patience not to quit after the first minute or two), how often might the poor creature duplicate the Bard's works by accident? The professor's answer, arrived at after many hours of computer analysis: once every trillion trillion trillion years.

Even if probability theory does ac-

count for unlikely coincidences, it does nothing to diminish the profound sense of wonder experienced by someone involved in such events. Moreover, some coincidences hinge on so many peculiar variables that the chances of their occurring cannot possibly be calculated. Such an incident took place some years ago in the lives of Chicago newspaper columnist Irving Kupcinet and his longtime friend, basketball player Harry Hannin, of the Harlem Globetrotters. As told by Alan Vaughan in his book *Incredible Coincidence*, Kupcinet was visiting London in 1953 and opened a drawer in his hotel room only to find some papers belonging to Hannin. At just about the same time, as he later was told by his friend, Hannin opened a drawer in a hotel room in Paris and found a necktie with Irv Kupcinet's name on it.

Nor could probability—or even, for that matter, the most crazed conspiracy theory—account for the string of bizarre similarities between the assassinations of Presidents Kennedy and Lincoln. Just for starters: Kennedy was elected President exactly 100 years after Lincoln; both men were deeply involved in civil rights for blacks; both were assassinated on a Friday in the presence of their wives; each wife had lost a son while living in the White House; Lincoln was killed in Ford's Theater, Kennedy in a Lincoln convertible made by the Ford Motor Company; both men were succeeded by vice-presidents named Johnson who were born 100 years apart (1808 and 1908). There are more coincidences, much remarked on at the time of the Kennedy assassination.

Such coincidences have given rise to some refreshingly novel theories on the part of scientists who believe that probability can't explain everything. The pioneer in this field was Carl Jung, who was fascinated by the subject and who collected examples of rare coincidences all his life. Jung claimed in a 1952 essay that coincidences occur much more frequently than probability theories would predict, and that many coincidences must therefore be the work of an unknown force seeking to impose universal order.

Jung acknowledged that his theory might seem wildly illogical. But he suggested the fault may lie with our concept of logic rather than with the theory. He even coined a word, *synchronicity*, to

"UNACCOUNTABLE FREAKS"

Mark Twain was born in 1835, the year Halley's Comet appeared, and insisted all his life he would die the year it appeared again. "The Almighty has said, no doubt: 'Now here are two unaccountable freaks; they came in together, they must go out together.'" He died in 1910, the year of the most recent appearance of the comet.

describe the phenomenon of seemingly unrelated events occurring in some unexpected association with each other.

Jung was especially struck by the unlikely ways in which lost or stolen objects sometimes return to their owners. One example he cited involved a German mother who photographed her infant son in 1914 and left the film at a store in Strasbourg to be developed. In those days, film plates were sold individually. World War I broke out and, unable to return to Strasbourg, the woman gave up the picture for lost. Two years later she bought a film plate in Frankfurt, nearly 200 miles away, to take a picture of her newborn daughter. When developed, the film turned out to be a double exposure, with the picture of her daughter superimposed over the earlier picture of her son. Through some incred-

ible twist of fate, her original film had apparently never been developed, had been mislabeled as unused, and had eventually been resold to her.

The search for a new principle to explain coincidences has not been limited to social scientists. Some eminent physicists have offered speculations that go beyond probability theory to link seemingly unrelated events.

As early as 1935, it was shown that two subatomic particles, having interacted once, can respond to each other's subsequent motions thousands of years later and light-years apart. This strange phenomenon is called the EPR effect, named for Albert Einstein and his collaborators Boris Podolsky and Nathan Rosen, who first noted it. The phenomenon is in direct violation of Einstein's own principle of relativity (which refutes the idea that physical interactions are possible at speeds faster than light), and Einstein puzzled over it for the rest of his life. It offers science two "entirely unaccept-

DOUBLE FEATURES

On August 19, 1939, identical twin boys were born in a Piqua, Ohio, hospital and given up for adoption separately. Both were named Jim by their adoptive families, the Lewises and the Springers, a coincidence that "flabbergasted" the court official who handled both cases.

When the Jims were reunited for the first time 40 years later, they discovered a whole string of similar coincidences. Jim Lewis called them "spooky." Each of the brothers, for example, had married a woman named Linda, divorced her, and remarried a woman named Betty. Lewis had named his first son James Alan, Springer's first son was James Allan. Both had had childhood dogs named Toy. The brothers drank the same brand of beer, chain-smoked the same brand of cigarettes, and used the same slang words. They both regularly spent their vacations at the same 300-yard-long stretch of beach in Florida, to which they both drove in Chevrolets.

The Jims are among a group of identical twins being studied by psychologist Thomas Bouchard and his colleagues at the University of Minnesota, in Minneapolis. According to Peter Watson, who recounts the study in his 1981 book *Twins: An Uncanny Relationship?* (Viking), some of the individual coincidences between sets of

twins in the study (most of whom were separated before the age of six months) may not be so remarkable as they first appear. For example, the chance of both Jims' driving the same type car is one in seven. Still, while any one coincidence may be easily explained by probability, the combination of coincidences is extraordinary.

Another pair of twins, Oskar and Jack, were born in Trinidad in 1933. Oskar was raised in Germany by his maternal grandmother, a devout Catholic, and he later became a Hitler Youth. Jack was raised by his father as a Jew in Trinidad; he later lived in South America with his aunt and then moved with her to Israel.

The twins met briefly on a railway platform in the early 1960s, when Jack stopped off in Germany on his way from Israel to the U.S. That was the only time the brothers met until Oskar flew to Minnesota for Bouchard's study. When Jack met Oskar at the airport, both men were wearing shirts with epaulets and two breast pockets; Jack's was light blue, Oskar's dark blue. They wore identical eyeglasses and sported identical mustaches. In addition, Oskar and Jack soon discovered two unusual habits they had in common: absentmindedly storing rubber bands around their wrists, and sneezing loudly in public as a sort of little joke.

Another pair of twins, Daphne and Barbara, were referred to by the re-

searchers as the giggle twins because of their frequent, and identical, laughs. Born in England in 1939, they were adopted separately and did not meet again until 1980.

Both women, it turned out, had met their husbands at a town-hall dance at age 16; both were married at big autumn weddings when they were in their early 20s. At the time they met their husbands, all four worked in local government.

Daphne and Barbara both arrived at their 1980 reunion wearing beige dresses and brown velvet jackets. They used their hands a great deal when they talked and had a habit of catching themselves and saying to their hands, "Be still, won't you." Both had a habit of pushing up their noses, which they called "squidging," and both women had weak ankles, the result, in both cases, of having fallen down a flight of stairs at age 15.

Uncanny? At least one of the twins in Bouchard's study, Terry Connolly, feels the coincidences between twins are "nothing more than what any two people pulled in off the street would show. Too much is made of all these coincidences." Still, writes Watson, "even after the statisticians have had their say," the odds against whole chains of coincidences occurring "are so huge that something about human behavior is being reflected in the Minnesota findings."

CROSSED SIGNALS

Without sending word ahead, Seter Gavelin, of Roseau, Minnesota, left for Sweden to see his brother, Ihren. At the same time, Ihren set sail for the United States to see Seter, also without writing ahead. At last report, Seter was in Sweden, Ihren in Minnesota.

able" alternatives, he said: Either objective reality is an illusion, or the measurement of one EPR particle violates known laws by "telepathically" influencing the other particle.

After having investigated the phenomenon for several decades, the noted British physicist David Bohm suggests a theory that goes beyond (some might say pole-vaults beyond) the realm of subatomic particles. He postulates that particles and people alike are bound to influence each other, because everything in the universe is connected to everything else—past, present, and future—in what he calls "the implicate order." So the mystery of the EPR effect is not really a mystery, in Bohm's view—the particles are not really separated, but connected in a way that is invisible to ordinary concepts of reality. In the human domain, he suggests, his theory might explain ESP-type effects—that "different people who are somehow attuned to each other might develop common notions at the same time." Could this shed light on the curious story of Joe Bell and Julia McAfee?

As reported by the Associated Press, Bell was repairing the fence in his backyard in Wichita, Kansas, when Mrs. McAfee, his next-door neighbor, asked him not to step on her raspberry bushes. They struck up a conversation and soon

A FISH STORY

Psychiatrist Carl Jung, author of the synchronicity theory of coincidences, once related this account of a series of events that occurred within 24 hours. He had fish for lunch; he came across an inscription with the word *fish* in it; a friend mentioned the custom of "making April fish"; a former patient showed him a picture she had painted of fish; another patient, whom he had not seen in years, described a dream in which large fish swam toward her and landed at her feet; and a friend showed him a piece of embroidery with fishlike sea monsters in it. Later, as Jung sat by a lake writing about these experiences, he discovered a dead fish next to him.

Sounds fishy? One only wonders what would have happened if Jung had written about these experiences while sitting by Loch Ness.

discovered an amazing coincidence—they were brother and sister. The two had been separated 40 years earlier, when their mother had died. They had seen each other only twice since then, and had never met in the several months they had been neighbors. Like subatomic particles who respond to each other's actions light-years away, they had somehow both migrated to Wichita and moved in next door to each other.

Still another theory bearing on coincidences comes from research in crystallography. British plant physiologist Rupert Sheldrake has produced a radical new hypothesis about the long-standing scientific mystery of why compounds that are initially difficult to crystallize somehow become easier to crystallize in laboratories all over the world once the first successful crystallization is accomplished. The conventional explanation is that minute fragments of the first crystals are carried from laboratory to laboratory on the hair and clothing of scientists, serving as "seeds" for their colleagues' experiments. Not so, says Sheldrake. He believes that crystals—and indeed, all objects and organisms—transmit hidden forces that create what he calls morphogenetic fields, comparable to radio transmissions emanating invisibly in all directions. The field created by the first crystal, in his view, serves as a code or pattern that influences the form and character of all subsequent crystals of that type. Sheldrake suggests that people are no exception to this scheme. If true, each of us may transmit a field through which we unknowingly communicate acquired knowledge and whole bodies of information to others, present and future, worldwide.

In the realm of coincidences, the theory suggests a key to such riddles as this celebrated example. In 1898, an author named Morgan Robertson wrote a novel called *The Wreck of the Titan*, which described in almost exact detail the real-life sinking of the *Titanic* 14 years later. Like the *Titanic*, the fictional *Titan* was a great, "unsinkable" luxury liner that struck an iceberg in the North Atlantic on her maiden voyage and quickly went under, resulting in the loss of hundreds of lives. Both boats sank in April, and their passenger lists were replete with the names of the wealthy and famous. The boats were much ballyhooed for their great size, unusual for their time. They carried a similar number of passengers, suffered from a shortage of lifeboats (the *Titan* had 24, with 3,000 passengers; the *Titanic*, 20, with 2,207 passengers), and were traveling at virtually identical speeds when they hit the icebergs. Could the *Titanic's* captain, in continuing full speed ahead despite warnings of icebergs, have been influenced by the morphogenetic field of *The Sinking of the Titan*?

Of course, it's a long leap from such theories to conclusive proof that coincidences are more than random occurrences. Still, they offer stimulus for the belief that there are, indeed, "more things in heaven and earth, Horatio, than are dreamt of in your philosophy." And as the scientific debate goes on, so the coincidences continue to occur, providing puzzles to delight everyone. Including crossword buffs.

It was in 1944, and the Allies were preparing to invade Normandy. The invasion plans employed a number of top-secret code words, including Mulberry, Neptune, Omaha, Overlord, and Utah. It's easy to imagine the consternation of the Allied commanders when each of these words appeared as an answer in a series of crossword puzzles in the London *Daily Telegraph*. How could the puzzle constructor possibly have chosen those words unless he knew of the invasion plans? It took the puzzlemaster, an elderly schoolteacher named Leonard Dawe, several days to convince the authorities that he was not a Nazi spy—and that his choice of words was just an incredible coincidence.

Photos: The Bettmann Archive (Mark Twain, Carl Jung, church choir, traveler, young boy, baby); Wide World Photos (D-Day scenes); Freelance Photographers Guild (woman with camera, Paul Thompson; mailboxes); UPI (church); and H. Armstrong Roberts (typewriter).

How to get through winter if you don't know a St. Bernard.



Since you can't always find a St. Bernard when you need one, it's nice to know there's something equally welcomed and infinitely more accessible. DeKuyper Peppermint Schnapps.

Instead of flapping your arms and hollering for help, a simple "Yo, Fido!"

brings brisk peppermint refreshment over hill, dale and mogul via your faithful companion.

In one shot, DeKuyper Peppermint Schnapps will appeal to your spirit with a spirit that's ice-cool yet wonderfully warm.

So why wait for a St. Bernard to reach you when you can reach for DeKuyper® Peppermint Schnapps. It'll brighten up your winter faster than you can say "bow wow."



DeKuyper Peppermint Schnapps.

BRUSH WITH NATURE ***

A T I M E S E Q U E N C E P U Z Z L E



A



D



G



Ever have one of those days when the more you try, the less you accomplish? That's just how the painter in these nine pictures was feeling as she spent a full day trying to

capture a seemingly peaceful scene. By using her problems to your advantage, can you place the pictures in chronological order?

Hint, page 72

Answer Drawer, page 76

LEBY SANDRA FORREST



B



C



E



F



H



I



HHHHH HERE'S JOHNNY!

by Barry Simon and Curtis Slepian



Wow. Thank you for the applause. But will you still respect us in the morning? Yes, this is *The Tonight Show Quiz*. These pages contain the sum total of trivia about America's perennial night-light . . . here's everything you'd ever want to know about Johnny Carson and *The Tonight Show*. Before we start Johnny's monologue, we want to apologize for the NBC censors. They went a little haywire, so you'll have to fill in the blanks.

"It's great to be back here in beautiful (1) _____. I want to thank (2) _____ for filling in for me last week. We used to have so many guest hosts that our executive producer, (3) _____, would go out on Santa Monica Boulevard interviewing winos. Filling in for Doc tonight is Mr. Personality himself, (4) _____. Well, what's going on? I went today for my annual physical to the NBC doctor, (5) _____. I tell you, when you leave his office you feel healthy and happy, but your wallet suffers from anorexia.

"If you folks want to eat, I don't recommend the NBC (6) _____. It's not exactly clean. A roach motel over there will not do the job.

They use a roach high-rise.

"The other day I took my car over to the service station. You know my attendant, Mr. (7) _____. He has no manners. I said check my tires for air. He stuck a nail in and said, 'Yeah, you have air in there.'

"We have a good show for you tonight, including some of our favorite guests. We have our resident animal experts: from *Wild Kingdom*, (8) _____, and from the San Diego Zoo, (9) _____.

Also, the man whose wife is so ugly that when you look up the word 'ugly' in the dictionary, you see her picture. . . . Yes, he's the man who gets no respect, (10) _____. And just back from

entertaining our troops in New York City, (11) _____. We've also got a man who's traveled billions and billions of light-years to be here, (12) _____. And we'll be out in the audience to play (13) _____. So stay where you are and we'll be right back."

Now watch this great segue (they don't call Johnny the Prince of (14) _____ for nothing). . . .

What does Johnny do just after the monologue?

- a) Imitates Porky Pig saying, "That's all, folks!"
- b) Throws an imaginary discus
- c) Blows kisses to the crowd
- d) Swings an imaginary golf club



A



B



C



D

THE KING OF COMEDY

1. What show did Johnny host before *The Tonight Show*?
 - a) *The Today Show*
 - b) *Who Do You Trust?*
 - c) *The Johnny Carson Hour*
 - d) *Hollywood Palace*
2. Johnny admits to suffering from nictophobia. What is this ailment?
 - a) The fear of bumping one's forehead into a boom mike
 - b) The fear of meeting Nick the Greek in a dark alley
 - c) The fear the applause sign will break down during the show
 - d) The fear of walking backward into a cold doorknob
3. On the average, how many people watch *The Tonight Show* nightly?
 - a) 5 million
 - b) 15.5 million
 - c) 25.5 million
 - d) 40 million
4. What is Johnny's favorite Burbank restaurant?
 - a) Pick-A-Pig
 - b) Chasen's
 - c) Vinnie Abruzzi's Little Touch of Newark
 - d) Montezuma's House of Pancakes
5. What is special about Johnny's pencils?
 - a) They have erasers on both ends.
 - b) He throws them at boring guests.
 - c) They're edible.
 - d) They have lead at both ends.
6. Which two of the following hosted *The Tonight Show* B.C. (Before Carson)?
 - a) Steve Allen
 - b) Joey Bishop
 - c) Regis Philbin
 - d) Jack Paar
 - e) Merv Griffin
 - f) Dave Garroway
7. Which of the following is *not* one of Johnny's on-air mannerisms?
 - a) Shaking his pencil
 - b) Rubbing his nose
 - c) Touching his cuff link
 - d) Clipping his fingernails
8. According to Johnny, where did he spend his youth?
 - a) On the plains of Nebraska
 - b) In the casinos of Las Vegas
 - c) In the Catskills
 - d) In the San Fernando Valley

THE FOUR AGES OF JOHNNY

Johnny's tenure on *The Tonight Show* has been long. (How long has it been, anyway?) Through the years he's seen some changes—including wives, salary, and hair color. Can you put the four photos above in the correct chronological order?



SECOND BANANAS

- What is Doc Severinsen's real first name, and what instrument does he play?
 - Sven; harmonica
 - Buddy; piano
 - Carl; trumpet
 - Vladimir; violin
- With which two products is Ed McMahon most closely associated?
 - Wheaties and Kool-Aid
 - Ex-Lax and Dexatrim
 - Black & Decker and Jockey shorts
 - Alpo and Budweiser
- Which one of the following does Ed wear to bed?
 - Socks with the toes cut off
 - A clip-on bow tie
 - Skivvies
 - A Marine hat
- Which two bandleaders preceded Doc?
 - Tommy Dorsey
 - Mitch Miller
 - Skitch Henderson
 - Milton DeLugg
 - Bobby Rosengarten
- Ed and Johnny have a running debate over the relative intelligence of what two animals?
 - A bear and a dog
 - A pig and a horse
 - A cow and a bull
 - A llama and a wildebeest



JOHNNY'S JESTS

Match the joke to the jokee:

- He's one of the few people who can walk into a forest and be the oldest living thing there.
- He started out as a heckler at the Special Olympics.
- He could be a good president. . . . He's had a lot of practice going around in circles.
- He caused a ruckus at a local supermarket when he requested double bags.
- He fell off a horse again this week. One more time and he breaks Gerald Ford's record.
- His library and museum should be a fascinating place to visit. There's no charge—you just break in.
- The paramedics had to apply jumper cables to his liver.
- He's so vicious that Bing Crosby once hired him as a baby sitter.
- He should donate his golf clubs to the Pentagon because Reagan needs all the lethal weapons he can get.



- Ed McMahon
- Prince Charles
- Billy Martin
- Richard Nixon
- Ronald Reagan
- Gerald Ford
- Don Rickles
- John Glenn
- The Elephant Man



IN CHARACTER

- Can you identify the five familiar Carson characters pictured above and below?
- Who was the original "Tea Time Movie Lady"?
 - Carol Doda
 - Jacqueline Bisset
 - Carol Wayne
 - Ruth Buzzi
- According to Art Fern, what should you do on the L.A. freeway when you reach the Slauson cutoff?
 - Turn left for Oxnard
 - Stop at the nearest Denny's
 - Avoid the fork in the road
 - Cut off your slauson
- Carnac the Magnificent, the all-knowing, all-seeing, all-omniscient famous seer, sage, soothsayer, and former massage parlor trainee, is able to divine the answers without having seen the questions. Can you guess the setups to the following Carnac punchlines?
 - "Jaws 3-D"
 - "St. Elsewhere"
 - "The pages are numbered."

We hold in our hand the last question. (If you applauded, may a yak in heat become your sister's French tutor.)

- Where are Carnac the Magnificent's questions kept?
 - In a safe deposit vault under the guard of Price Waterhouse
 - Sealed in a pickle jar in the glove compartment of Ed McMahon's dashboard
 - In the tamper-proof desk of Bombastic Bushkin, Johnny's lawyer, guarded by the A-Team
 - Hermetically sealed in a mayonnaise jar on Funk & Wagnalls' porch until noon

Answer Drawer, page 78

THIS NEW INTELLIVISION® VIDEO GAME HAS 4539 TUNNELS, 256 DUNGEONS, 1 HIDDEN TREASURE AND NO ROOM FOR ERROR.



TREASURE OF TARMIN™* cartridge is the newest video game challenge in the ADVANCED DUNGEONS & DRAGONS™* series for Intellivision. But beware. It is no game for mere mortals.

You must be more than clever. You must master the skills of mystic weaponry and sorcery. Or suffer destruction by over fifty different types of hideous creatures. And once you begin your quest for the treasure, there's no turning back.

So if you dare take on this video game, remember, you've been warned. These dungeons are going to give you the creeps. Getting rid of them is your problem.



MATTEL ELECTRONICS®
**Advanced
Dungeons & Dragons™**
TREASURE OF TARMIN™

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NEW FOR INTELLIVISION®

PENCILWISE



Petal Pushers ★★

by Will Shortz

Some people say this magic flower releases mystical, life-giving energy when you complete its web of 32 six-letter words. To solve, answer the clues and enter the words inward from the tips of the petals to the heart of the blossom, one letter in

each space. Half the words proceed clockwise from the numbers; the other half, counterclockwise. When the last letter has been filled in, all the magic of the flower will be at your command.

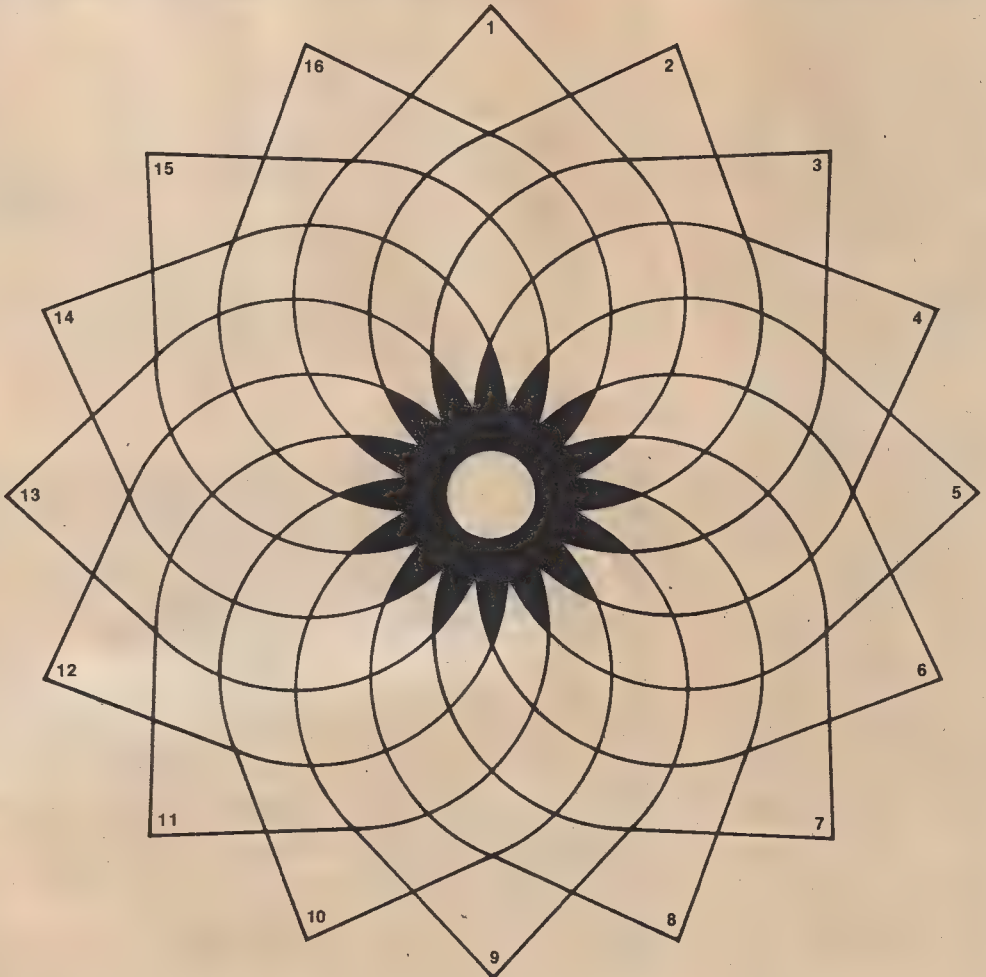
Answer Drawer, page 72

CLOCKWISE

- 1 Fridge
- 2 Jungle river
- 3 Pitcher's drop ball
- 4 Protected, as rights
- 5 Whodunit suspect
- 6 *Death of a Salesman* author
- 7 Like liquid lava
- 8 Stretching muscle
- 9 Kind of missile
- 10 *The Messiah* composer, Georg Friedrich ____
- 11 Wichita resident
- 12 Hotel or theater area
- 13 Health food snack
- 14 Turns red, as apples
- 15 ____ of influence
- 16 Available, as a doctor: 2 wds.

COUNTERCLOCKWISE

- 1 Have permanence
- 2 Difference between *object* and *object*
- 3 Libels
- 4 Fitted for survival
- 5 Acne medicine compound
- 6 Hairy arctic beast: 2 wds.
- 7 Tot's hand-warmer
- 8 Bell ringer
- 9 Solidified
- 10 Word with head or fortune
- 11 W.W.I German leader
- 12 Roosevelt's 1936 opponent
- 13 Over there
- 14 Pushed out of bed
- 15 Traffic light
- 16 Criticize



If you watch TV, here's the perfect puzzle to test your network knowledge. The television set below contains the titles of 30 popular shows, both old and new, hidden horizontally, vertically, and diagonally as in a regular word search. Instead of providing the actual titles, though, we've given you typical

program listings from which you are to guess the shows. The punctuation and the number of letters in each title are given in parentheses. Even so, it'll probably take more than 30 minutes of the dedicated viewer's time to locate the full list.

Word List, page 78

Answer Drawer, page 76

1. When Mel's chili recipe is praised in the paper, he decides to convert the diner into a gourmet restaurant (5)

2. Paul Drake is assigned as bodyguard to Della Street after her apartment is ransacked (5 5)

3. There's a temporary truce at Southfork as Miss Ellie celebrates her birthday (6)

4. All Dodge City joins in a fund-raiser at the Longbranch to get money for an operation on Chester's foot (8)

5. Schultz is persuaded that he can save money by having the prisoners clean Colonel Klink's clothes (5'1 6)

6. When the governor and staff are snowed in at a mountain lodge, Kraus has to be official greeter at the mansion (6)

7. McCoy falls in love with a planet's priestess (4 4)

8. The Penguin threatens to poison Gotham City's water supply (6)

9. The Fonz reluctantly agrees to teach the Cunninghams to dance (5 4)

10. While diving in Caribbean waters, Mike discovers a fish thought to have been extinct (3 4)

11. The newsroom suspects Billie and Animal are having an affair (3 5)

12. Endora turns Darrin into a pig (9)

13. Sgt. Friday helps a rookie cop who is accused of taking bribes (7)

14. T.H.R.U.S.H. plants a listening device in Waverly's apartment (3 3 4 1.1.1.1.1.)

15. Jeff runs away because Gramps and Ellen have adopted a stray mutt (6)

```

      I                               F
    Y                               O
      U                               R
        E                             T
          P                             H
            O                             E
              O                             M
                R                             A
                  T                             N
                    F
                      R A L
D A A Z N A N O B E W I T C H E D L O
T O F B O O M A G N U M P I O R K N S
Y O U R S U S S Y A D Y P P A H O S E
C O N S N A M T A B I C D G E S E E R
A L I C E A H E A D W N N E A R L L R
E A L X B E Z D S R B E D M C U T I L
G E O F A Y O R U R T G Y A W A T C A
U H V T A T L O A T E R N O L F T V S
N Y E O H I L L S T R E E T B L U E S
S A L U R E N O S E E M H K T C A O I
M N U S I D E M P R R E E C D H W S E
O E C L T N A R G U O L L V U I E W E
K D Y L I R S E O R E H S N A G O H L
E Y T O T M L D Y N A S T Y I N E D I
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16. Corporal Agarn launches another money-making scheme at the fort (1 5)

17. Fay becomes hysterical when Frank Jr. wants to join the Girl Scouts (4 6 5)

18. When Jai falls ill, Cheetah becomes depressed and will not eat (6)

19. The Chief and 99 get stuck under the Cone of Silence (3 5)

20. B.A.'s fear of flying crops up again when an air rescue is necessary (3 1-4)

21. The bar's regulars decide to help Carla with the new baby (6)

22. Ethel and Fred dress as bananas in order to audition secretly, at the Tropicana Club (1 4 4)

23. The cabbies hold a farewell party for Bobby when he gets the lead in an off-off-off-Broadway play (4)

24. Sandy is caught offshore in a dinghy as a hurricane approaches Coral Key Park (7)

25. Arnold the Pig goes to school (5 5)

26. The Carringtons join forces to persuade Krytle to be more discreet (7)

27. Wilbur is embarrassed by a "mysterious" order for five tons of oats (2. 2)

28. Little Joe's bride-to-be is killed in Virginia City the day before the wedding (7)

29. John and Roy perform surgery on a zoo camel as Nurse Dixie radios instructions (9)

30. Higgins confesses that Robin Masters made all his money doing wine commercials (6, 1.1.)

Shining Examples ★

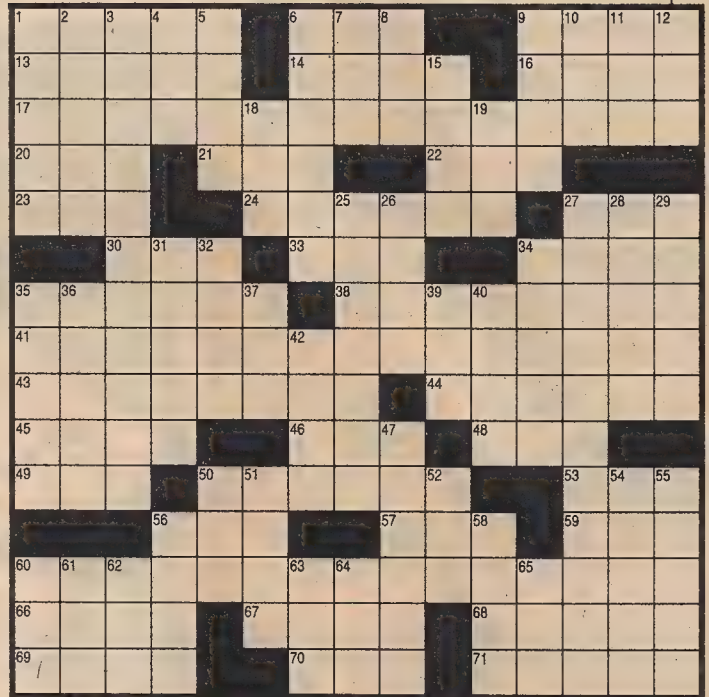
by Trip Payne

ACROSS

- 1 First Soviet premier
- 6 Uncooked
- 9 Summit
- 13 Get up
- 14 Pen name of Charles Lamb
- 16 Barely cooked, as steak
- 17 Kipling novel, with *The*: 3 wds.
- 20 German exclamation
- 21 Take to court
- 22 Genetic stuff
- 23 Perched
- 24 Baseball helper
- 27 Napkin's place
- 30 On the _____ (fleeing)
- 33 Familiar Father's Day gift
- 34 Capital of Latvia
- 35 Cuts, as bread
- 38 Performed a play again
- 41 Weighing very little: 4 wds.
- 43 Ignored
- 44 Disease-carrying fly
- 45 New York baseball team
- 46 Spider's home
- 48 Direction opposite NNE
- 49 Twosomes: Abbr.
- 50 Quarterback, when throwing
- 53 In one _____ and out the other
- 56 Be sick
- 57 "Fill 'er up" fuel
- 59 Call _____ day: 2 wds.
- 60 About 186,000 m.p.h.: 4 wds.
- 66 Castle
- 67 Envisioned
- 68 _____ in the dark: 2 wds.
- 69 Strong desires
- 70 Confederate general
- 71 Fall guy
- 6 Warm up again
- 7 Pie _____ mode: 2 wds.
- 8 Humor
- 9 Opera solo
- 10 Chum
- 11 Before, poetically
- 12 Crossed out
- 15 Bushy hairstyle
- 18 Bath site
- 19 Film _____ *Which Way You Can*
- 25 Angry speeches
- 26 Often-roasted meat
- 27 Boxing division
- 28 Author James and family
- 29 San Diego player
- 31 Hurts
- 32 Dole (out)
- 34 Utility figures
- 35 Period of poor production
- 36 One-_____ (short joke)
- 37 Despondent
- 39 "Ready, _____, go!"
- 40 Soviet news agency
- 42 Does mending
- 47 "Scat!"
- 50 Orange seed
- 51 Saloon drinks
- 52 British flyers: Abbr.
- 54 One of the Three Musketeers
- 55 In poor condition
- 56 Invites
- 58 _____ in the face (insult)
- 60 Attempt
- 61 Gardener's tool
- 62 Many an age
- 63 Snakelike fish
- 64 Actress Sandra
- 65 "Love _____ many-splendored thing": 2 wds.

DOWN

- 1 "Tra" followers
- 2 Writer _____ Jong
- 3 Aids for seeing in the dark
- 4 Ending with fool or boy
- 5 Catches butterflies



Answer Drawer, page 72

Twist-a-Rhyme ★

by A. Braine

Rearrange the letters of the four words in each set to form four new words that rhyme. For example, given the words

BEARD, HERDS, DAIS, and ADDER, you would anagram them to spell BREAD, SHRED, SAID, and DREAD. *Answer Drawer, page 72*

- 1. ONSET _____
- NEWS _____
- WRONG _____
- HORNET _____
- 2. CURES _____
- SOWER _____
- SEVER _____
- STEER _____
- 3. DUNE _____
- WELD _____
- CURED _____
- TWEEDS _____
- 4. SINGER _____
- ASPEN _____
- VINES _____
- SPINAL _____
- 5. RANGED _____
- ENLARDS _____
- DACRON _____
- DARNED _____
- 6. BUSIER _____
- SOLE _____
- HOSES _____
- WIVES _____

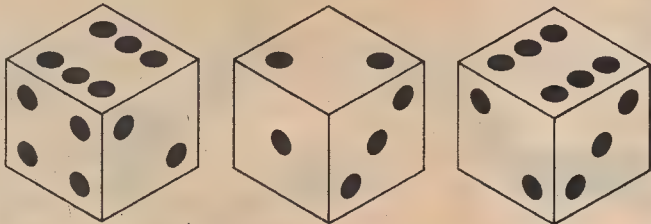
Here are five fiendish logical puzzles from a recently published book, *Puzzles for Superbrains*, by Steve Odell (Prentice-Hall, paperback, \$3.95). Some of the puzzles originally appeared in "Superbrain" competitions sponsored a few

years ago by MENSA, the high-IQ society. That's not to say you have to be a superbrain to solve any of them . . . but they will give you a good mental workout.

Answer Drawer, page 77

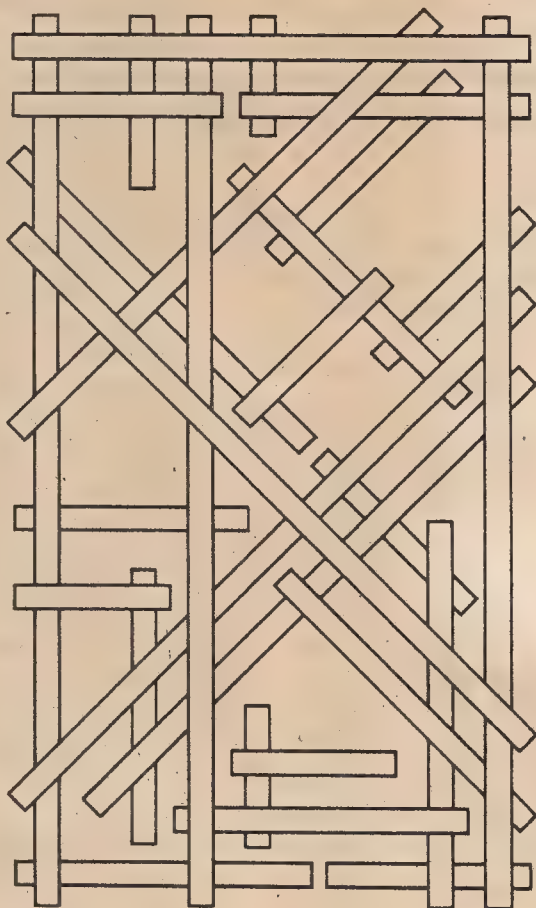
1. THE CURIOUS DIE

This illustration shows three views of the same (but most curious) die. How many spots are on the face directly opposite the six in the third view?



2. HIGHEST POINT

Here is a pile of straight square rods of various lengths viewed from directly above. Where is the highest point in the pile?



3. YES OR NO?

If the problem you solved before you solved the problem you solved after the problem you solved before you solved this one, was harder than the problem you solved after you solved the problem you solved before you solved this one, was the problem you solved before you solved this one harder than this one?

4. SANDS OF TIME

You want to boil an egg for exactly 15 minutes, but you have only a 7-minute sandglass timer and an 11-minute sandglass timer.



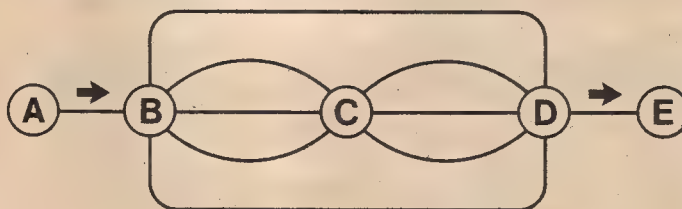
11 minutes

7 minutes

Counting from the instant the first timer is turned over to the moment the egg is done, what is the minimum time that the sandglasses will have to run to measure 15 minutes?

5. RAILWAY ROUTES

The following diagram is a simplified map of a five-station railway system. It has a terminus at each end (A and E) and three interchanges (B, C, and D). How many different ways are there of traveling from A to E, if you never travel more than once along any section of the line during any journey?



Letter Perfect ★★

by Karen Hodge

ACROSS

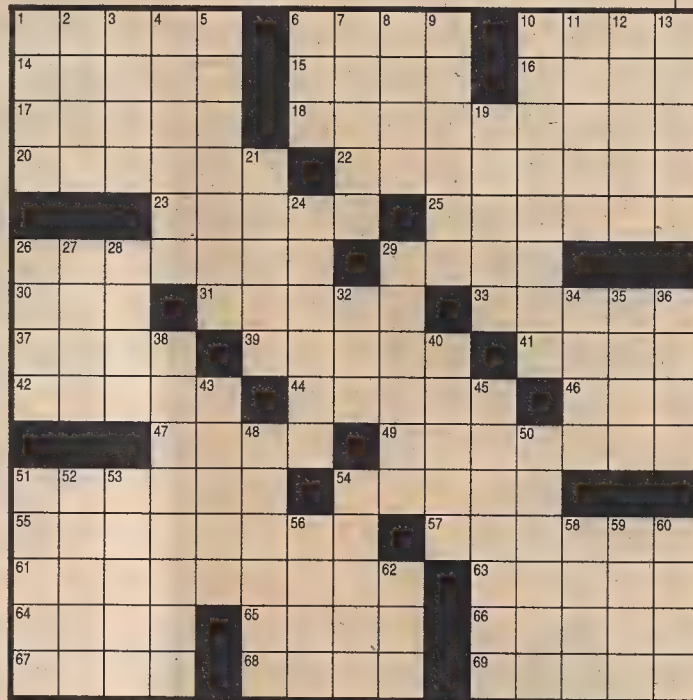
- 1 Parsley, sage, rosemary, and thyme
- 6 SALT topic
- 10 Command to Huskies
- 14 Alaskan islander
- 15 In ___ of (instead of)
- 16 1975 Wimbledon champ
- 17 Grating sound
- 18 Kaempfert hit of 1965: 2 wds.
- 20 Virgil epic
- 22 Lovers of rocking chairs?
- 23 Barbecue chef's garb
- 25 "Red" warnings
- 26 Trailing plant
- 29 Legacy recipient
- 30 Weed remover
- 31 Church tax
- 33 Eightball need: 2 wds.
- 37 Winglike
- 39 Inflicted, as a blow
- 41 Herr's wife
- 42 Toronto baseballer: 2 wds.

- 44 Room at the top?
- 46 Zsa Zsa's sister
- 47 Aloof
- 49 In a box
- 51 Tests, as gold ore
- 54 Vestige
- 55 Needlelike knife
- 57 Throws away
- 61 Sophisticated
- 63 Eyelashes
- 64 Sheltered, at sea
- 65 Scraped by
- 66 Snide
- 67 Requirement
- 68 1981 Warren Beatty blockbuster
- 69 Word before "struggle" or "dismissed"

DOWN

- 1 "The night ___ thousand eyes": 2 wds.
- 2 Actress Sommer
- 3 Equestrian strap
- 4 Bedroom item
- 5 "Take it off" show: 2 wds.
- 6 Capp and Capone
- 7 Wisconsin college

- 8 Cafeteria offering
- 9 Ice cream treat
- 10 ___ ceremonies: 2 wds.
- 11 Aisle worker
- 12 "T," for one
- 13 1960 skating medalist Carol
- 19 Long Island resort town
- 21 Stonehenge priest
- 24 Bonelike
- 26 Moby Dick's pursuer
- 27 Rock's partner
- 28 Lloyd Bridges's son
- 29 "___ Skelter" (Beatles song)
- 32 Mexican ___ dance
- 34 Miners' quests
- 35 Bathe
- 36 Campus area
- 38 Remembered
- 40 Louise and Turner
- 43 Exulted
- 45 Sinbad's domain, with "the": 2 wds.
- 48 Stableman



Answer Drawer, page 78

- 50 Rooftop fixture
- 54 Trifled (with)
- 59 Worst, with "the"
- 51 Famed Nile dam
- 56 Tot
- 60 Puts into words
- 52 Pilfered
- 58 Edmonton's prov.
- 62 Units gained by O.J.
- 53 "Yes ___!" ("You betcha!")

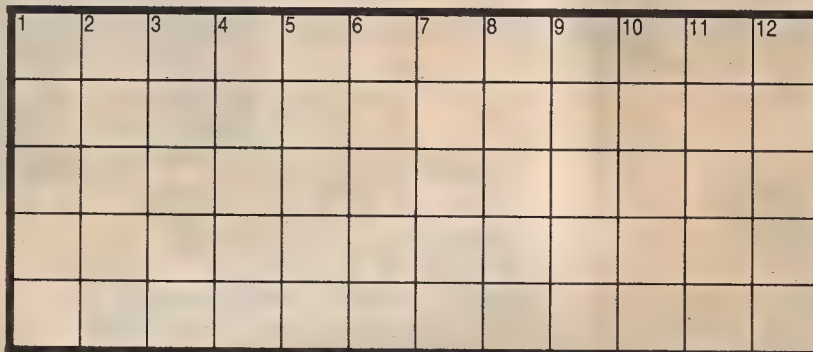
Block-Out ★★

by Emily Cox and Henry Rathvon

Each of the clues 1-12 below defines a pair of words. The first word in each case will be five letters long, and should be entered vertically from top to bottom in the appropriately numbered column of the grid. If you have the right answer, you can delete one of its letters to spell a four-letter word that

answers the second clue in the pair. Block out the letters of the four-letter word. When all 12 columns have been completed in this manner, the letters remaining in the diagram will spell two words appropriate to the shape that they form.

Answer Drawer, page 78

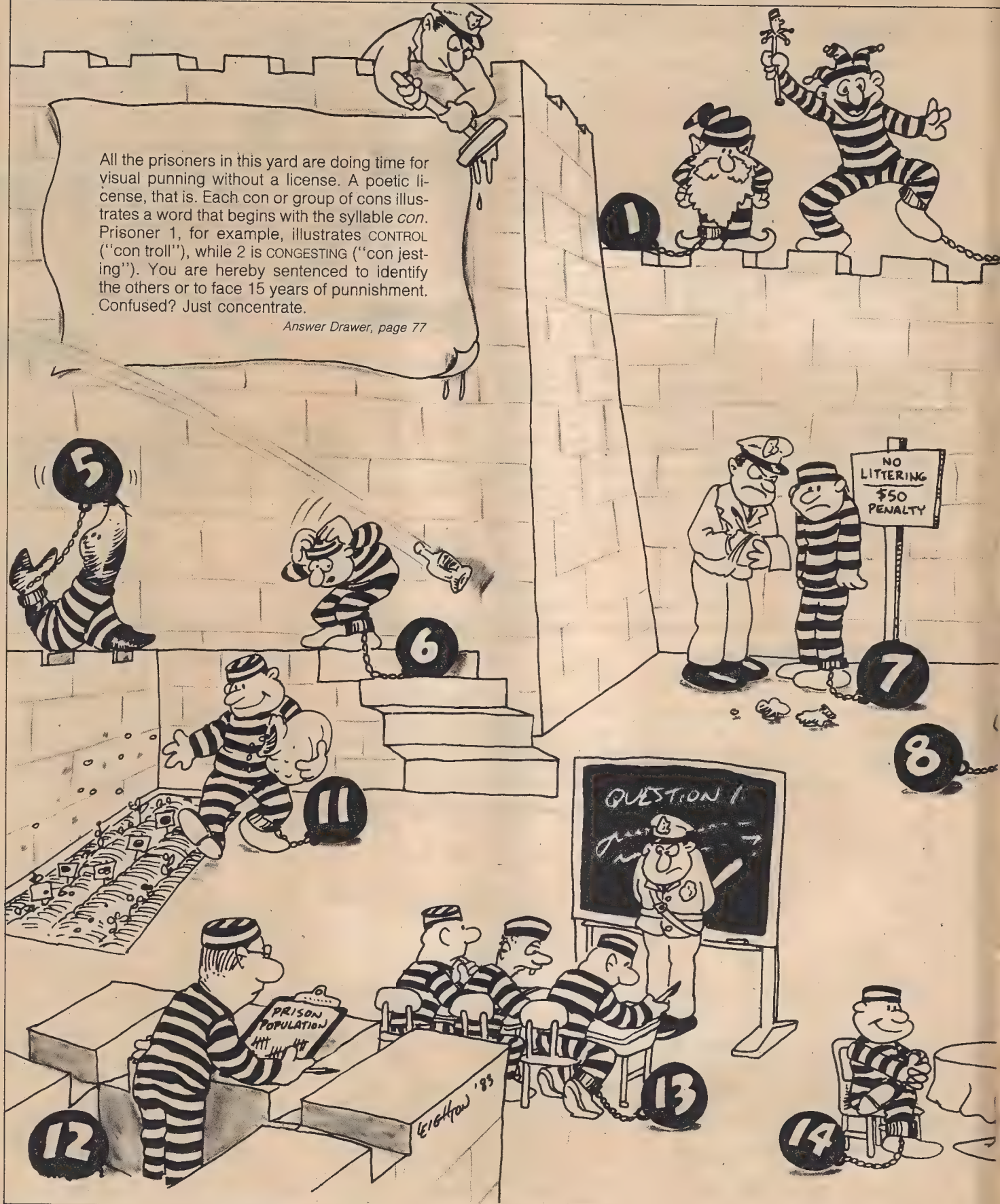


- 1. "Filthy" money—Entice
- 5. Engine—English countryside
- 9. Bitter—Dry
- 2. Singing ability—Bad habit
- 6. Diacritical mark—Scrabble piece
- 10. Small weight—A single time
- 3. Hotel apartment—Location
- 7. Valentine shape—Warmth
- 11. Ticker—Rooster
- 4. Between-meal food—Bag
- 8. Lowly animal—Superlative
- 12. Flight of steps—Hullabaloo

Con Quest ★★

All the prisoners in this yard are doing time for visual punning without a license. A poetic license, that is. Each con or group of cons illustrates a word that begins with the syllable *con*. Prisoner 1, for example, illustrates CONTROL ("con troll"), while 2 is CONGESTING ("con jesting"). You are hereby sentenced to identify the others or to face 15 years of punishment. Confused? Just concentrate.

Answer Drawer, page 77





Below are seven messages, consisting of pithy sayings, fascinating facts, and a cartoon gag, which have been translated into simple code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher

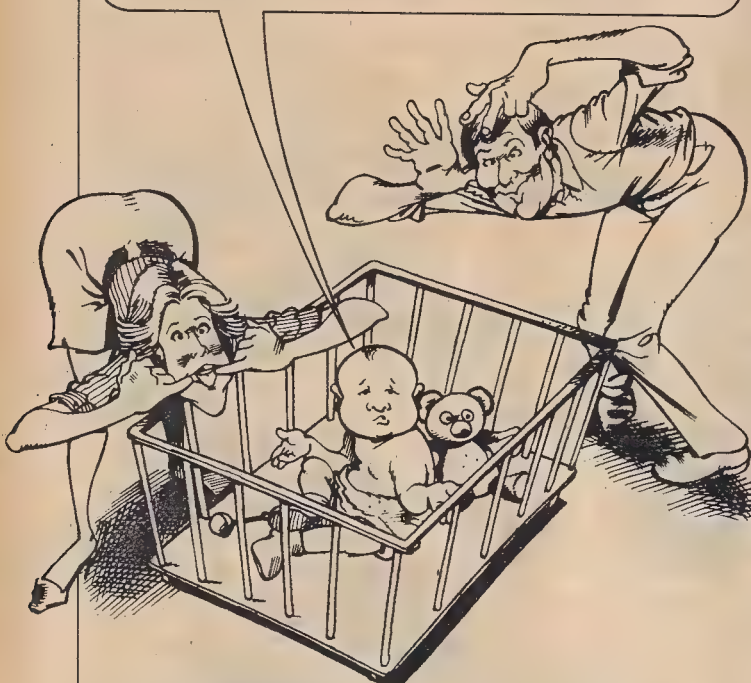
to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun.

Clues are given at the bottom of the page to provide assistance if you need it.

Answer Drawer, page 78

1. CRYPTOON

PLJ GO Q RZMRFIRT IL ECLJ
 XM JPRA HLIP OK CLNR
 OLTRND FLADIGAINK GFI
 NQUR G FLXMNR LS HGHQRD?



2. JUST DESSERTS

YDBPJ FVGVOBBL FVM UCWM
 ZJ XDRZGF MD MCVR, AGBVJJ
 ZM UVGM MCOFAFC MCV
 *SDJM *DYYZXV.

3. WILLING TO SACRIFICE

S POQ OCIOKG ASQB O IOK
 VZ CSFE OCZQN ISVRZV VRW
 NLZGG QWPWGGSVSWG SA S
 POQ DWWE FK CYUULSWG.

4. LIVE AND LEARN

XEJ SQJ JWVCWE CY CSQJWE,
 ZCS BE B OBEPE YCW YBXAS-
 YPZKPZI, OXS BE AJEECZE
 PZ EJAY-PHLWCFJHJZS.

5. HOW TO...

FG AJHU JO JTTYU TXU FESYL
 CEGA ZDEJFDI, LGS ASZF
 CXEF XOQUOF FIU SOXQUEZU.
 *DJEY *ZJNJO.

6. LOOK BEFORE YOU LEAP

EKTD DKJY AHXCDQF
 YHQLRF CLLVY JY
 T YTMLDF CLD MHQ ZLHZRL
 EKH WXSZ DH AHCARXYJHCY.

7. QUICK AND NIMBLE

JOEMWEZ-ENZAW *SHXL
 NWBF NCAWMVZBW
 HVNBWVDX WGWJVM
 DJGCBGDJU KECFDUDCOM
 BWHKM CGWE XHJFBWMVDXL.

CLUES

Cipher 1: Ciphertext GFI represents the word ACT.

Cipher 2: Ciphertext MCV and MCVR represent the words THE and THEM.

Cipher 3: The two doubled letters in this cryptogram are S and E. It's up to you to distinguish them.

Cipher 4: This cryptogram contains three plurals ending in S.

Cipher 5: Ciphertext E stands for the letter R; and all five vowels are adjacent to it somewhere in the cryptogram.

Cipher 6: The pattern word PEOPLE appears here.

Cipher 7: The five vowels are represented by, in no special order, the ciphertext letters O, W, H, C, and D.

ILLUSTRATION BY JOHN REINER

FAVORITES OF THE EDITORS OF GAMES MAGAZINE



Edited by
R. Wayne Schmittberger

Photographs
by Stan Fellerman

We're as fascinated as anyone with electronic games. Still, there are times when we'd rather see a human opponent sitting across the table, and times when we'd rather hold a playing piece in our hand than watch one dance across a screen. We were therefore pleased to find that in a year when video and computer games seemed ubiquitous, there was a very strong offering of new games in traditional categories. About a third of this year's choices weren't around when we made last year's list, and overall, we think The 1983 GAMES 100 offers more variety and better quality than any previous year's selections.

The games are arranged by category. Numbering is for reference only and is not an indication of ranking or rating. Where applicable, four codes appear with each game's description:

■ Game titles preceded by a postage stamp are available from the GAMES Mail Order Service (see order forms at the beginning and end of this section).

P Number of players (where applicable, the ideal number is given in parentheses)

C Complexity of rules on a scale of 1 (easiest to learn) to 5 (hardest to learn)

T Typical playing time, usually given in hours (h) or minutes (m)

Also, games previously reviewed by us are noted with an issue reference. We hope these reviews will introduce you to some new games, and will help you to decide whether the contents of their shrink-wrapped boxes will be to your liking. Happy hunting.

—R. W. S.

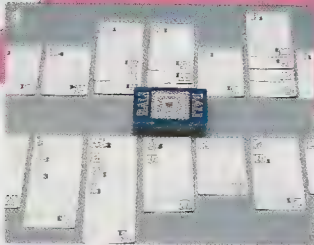
WORD GAMES

1 BALI (Avalon Hill, \$6) P 2-4/C 2/T 45m

Instead of moving a black 10 onto a red jack, a Bali player might move E onto RIN, then the entire RINE onto MA to make MARINE. The word MARINE could then be removed and scored, making space for a new letter, or kept on the board in the hopes of making a longer, higher-scoring word—at the risk of an opponent's stealing the word by lengthening it himself. A highly demanding competitive game, this is also the best solitaire word game we know.

2 BIG BOGGLE (Parker Brothers, \$18.95) P 2 or more/C 2/T 5m or more

Shake up the letter cubes, set the timer, and, as fast as you can, write down words formed by moving within the grid from letter to adjacent letter. Long words score highest, but a word doesn't count at all if someone else also finds it, so the more people in the game, the harder it is to score. Can you find an 11-letter word in the grid in the photo? (M/A 80)



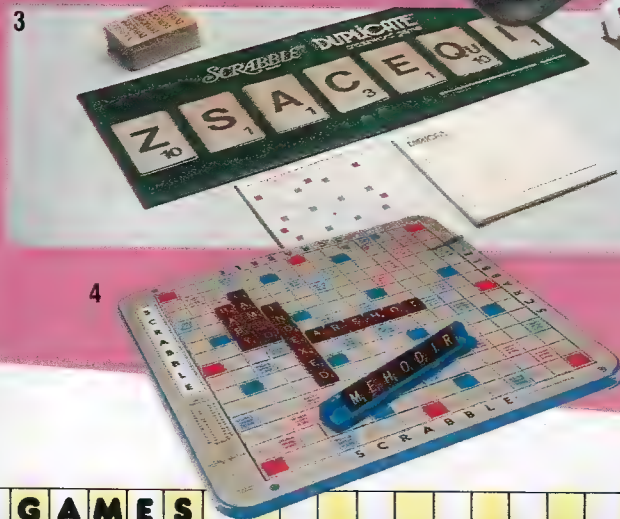
3 DUPLICATE SCRABBLE BRAND CROSSWORD GAME (Selchow & Righter, \$10.95) P 1 or more/C 3/T 45m

Though based on the popular word game, this duplicate version calls for entirely different strategies. Each turn, all players get identical sets of seven letters, and they simultaneously place words on their own "boards" (diagrams). The key is to set yourself up to make high-scoring plays later in the game; this is accomplished by opening up bonus squares and by playing words onto which other words may easily be built. Twenty people can play about as quickly as one (and one can play alone very well indeed). (June 83)



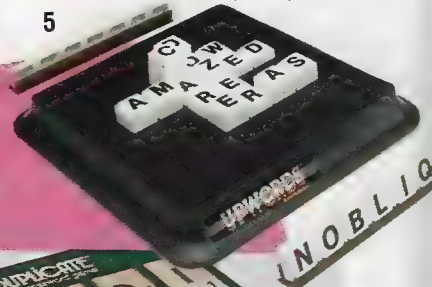
4 SCRABBLE BRAND CROSSWORD GAME (Selchow & Righter, Deluxe edition shown, \$29.95 [4A]; Travel, \$17.95 [4B]; Standard, \$11.95 [4C]) P 2-4 (2)/C 3/T 1h

The only word game with a national organization, a newsletter, tournaments, and a rating system, Scrabble is an unusual example of a family game that in some circles is played and analyzed as seriously as chess. While helpful, a large vocabulary is probably less important than knowing how to balance your rack of tiles (by getting rid of letter pairs, excess vowels, and high-point letters). This strategy, along with that of arranging letters into common prefixes and suffixes, will help you find seven-letter "bingos." (S/O 78)

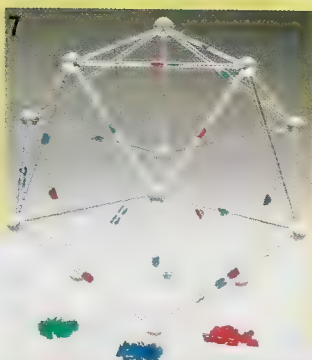
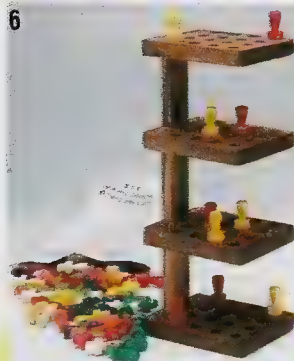


5 UPWORDS (Milton Bradley, \$13.95) P 2-4/C 2/T 45m

In this newest twist on crossword games, words can be altered by placing new tiles on top, provided at least one letter of the old word is unchanged. The higher a stack grows, the more points it's worth when it becomes part of a new word. Players who like to puzzle over how to fit a lot of short words into a tight area will be especially fond of Upwords. (Sept. 83)



THREE-DIMENSIONAL GAMES

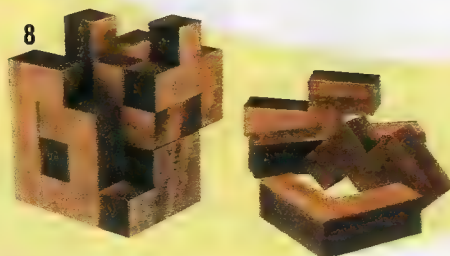


6 FOUR BY FOUR (World Wide Games, \$22) P 2-6 (2)/C 1/T 15m

This 3-D game, played on four levels, is as challenging as ordinary tic-tac-toe is dull. To win, a player must place four pegs in a row, a task that can be accomplished 124 different ways, taking into account single-level and multi-level lines. Draws are rare in the two-player game but become a problem when more play. This wooden set comes with 102 pegs in a total of six colors; if two people play, each must use more than one color unless extra pegs have been ordered.

7 ICO (Future Players, \$29.95) P 2-3/C 2/T 15m

The name is short for "icosahedron," a 20-faced figure that is formed, in this case, from 30 rods and 12 plastic connectors. Players alternately wrap a marker of their color around one of the three rods on which the Ico is resting, then rotate the Ico to put a new triangle in play. In the simplest game, the object is to mark all three sides of any triangle; in the most advanced, it's to mark three mutually perpendicular pairs of edges. Ico is easily dismantled and stored in a compact case. (Jan. 83)



8 QUINTILLIONS (available from Kadon Enterprises, 1227 Lorene Dr., Suite 16, Pasadena, MD 21122; \$34 postpaid) P 1-4/C 1-3/T 5m-45m

The 12 precision-cut wooden pieces are used for a variety of first-rate three-dimensional strategy games, as well as a lot of baffling puzzles. A new Superquintillions supplement (\$45 postpaid) adds 18 more pieces and comes with a booklet of new puzzles, including some mind benders that require all 30 pieces. Luckily, Kadon tells you how to fit the pieces back into the box. (S/O 81)

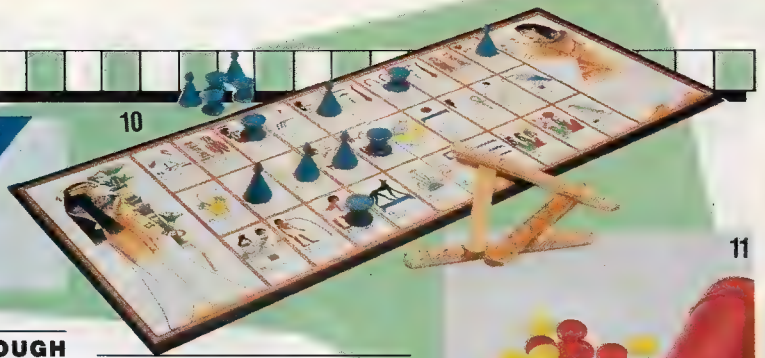
DICE GAMES



9

9 COSMIC WIMPOUT (Cosmic Wimpout; Travel'n Edition shown, \$9 [9A]; Basic, \$3.50 [9B]) P 2 or more/C 2/T 15m

This whimsical game has developed a cult following on college campuses. Players throw five dice, then may (and sometimes must) reroll some of them. A player who fails to score on a reroll "wimps out," losing all points earned that turn. A rule that gives an apparent loser "last licks" often results in dramatic sudden-death finishes. (Oct. 82)



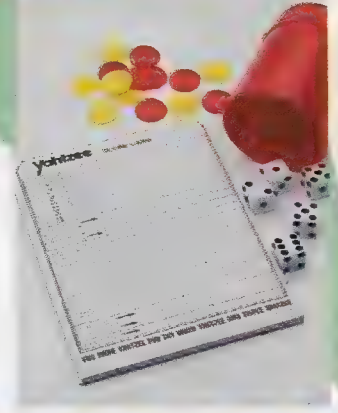
10

10 PASSING THROUGH THE NETHERWORLD (Whitehall, \$16) P 2/C 2/T 30m

This is a beautifully reproduced version of senet, the favorite game of the Egyptian pharaohs and a precursor to backgammon. Movement is determined by tossing four two-sided throwsticks rather than dice. This package also contains a 67-page illustrated book that explains the history and religious meaning of the game. (M/J 78)

11 YAHTZEE (Milton Bradley, \$7.95) P 1 or more/C 2/T 15m

In no other dice game do you groan so much about your last decision. Five dice are rolled, then selectively rerolled once or twice. The final set of numbers is then scored in one of 13 categories. Since each category can be used just once, it becomes harder and harder to fit rolls into categories in which they will score many points—or any points at all.



11

SUPPLY-SIDE ENTERTAINMENT

12 ACQUIRE (Avalon Hill, \$18) P 2-6/C 3/T 90m

Each numbered square on the board represents a hotel site, and tiles (with matching numbers) represent hotels. Players draw tiles, forming hands, and alternately play them to form hotel chains in which they buy and sell stock. Adding to chains increases their value, but you must anticipate mergers, which occur when someone plays the right connecting tile at the right time.

13 THE BROTHERHOOD (Game Designers Workshop, \$10) P 2-5/C 3/T 45m

Dilemmas abound in this lively rivalry among greedy criminal mobs. Each turn, players secretly decide how and where to spend their money. Revenue tokens earn income, but can be taken over by force or shut down by political influence. Thugs can provide cheap protection, while more expensive hitmen can be called in to assassinate an opponent's godfather. Despite its unsavory subject matter, this game is as humorous as it is strategic.

14 DISCRETION (Princeton International Enterprises, \$14.95) P 2-6/C 3/T 2h

This is the most original real estate game to come along in years. All properties are sold by auction and can be developed by adding buildings, which earn income that depends on the number of different types of adjacent buildings (regardless of ownership). Income is not always earned when expected, however, and players must often adopt the very risky strategy of financing new expansion with money borrowed from loan sharks.

15 1829 Southern Board (Hartland Trefoil, \$45) P 2-8/C 4/T 4h

This excellent re-creation of the early days of British railroading is a game of pure skill. In the simpler versions, players control different rail lines, which they expand by adding cardboard track tiles to the board. In the advanced game, players become shareholders in the different lines, with each company's largest shareholder directing its operation and deciding whether to reinvest its profits or to distribute them as dividends. (Jan. 83)

16 EMPIRE BUILDER (Mayfair Games, \$20) P 2-6/C 3/T 2h

In this exciting railroading game, players amass fortunes by picking up commodities from cities that produce them and delivering them to cities that need them. Initial capital, as well as some later profits, must be invested in "laying track" with erasable crayons. Choosing among numerous pickups and deliveries each turn, players need to compare the possible lengths of the trips, costs of additional track, payoffs, and the resulting locations of their trains. (May 83)

17 MONOPOLY (Parker Brothers, \$15.95) P 2-6 (4-6)/C 3/T 2h

This is the great game of real estate speculation, without mortgage points, closing costs, or zoning troubles. A strategy hint: Don't build only one or two houses on your property—your best-yielding investments are three houses or a hotel. (M/A 78)



13



15



12



14



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17

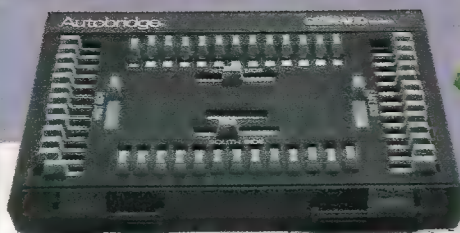
SOLITAIRE GAMES

18



18 AMBUSH! (Victory Games, \$24) P 1/C 5/T 3h

The most detailed solitaire game ever devised, Ambush! is a thrilling re-creation of World War II ground combat in Europe. You form a squad of eight soldiers, each with his own "fighting personality." Then, outfitted with weapons and ammo, your squad starts one of eight missions. As you move on the map, a unique viewing sleeve directs you to one of 1,000 paragraphs that tell you what the squad faces next. Encounters develop rapidly, in a way that captures the ebb and flow of war.



19

19 AUTOBRIDGE (Grimaud, \$23.95) P 1/C 3/T 10m per hand

Here's a very effective way to teach yourself bridge. This package includes 32 deals and a windowed screen that allows you to play the hands one card at a time, checking constantly to see whether you've made the right play. Sets of advanced deals, suitable for intermediate players, are also available.

20

20 GRIDLOCK (Ideal, \$4) P 1/C 1

This intriguing set of 50 puzzles requires you to tile a board of raised shapes with various pieces, each of which fits over a specific set of shapes. Often you'll think you have a puzzle solved, only to be left near the end trying to fit a round hole onto a square peg. (Sept. 82)

21

21 LABYRINTH (John Hansen, \$22) P 1/C 1

This frustrating classic is still one of the most interesting tests of dexterity. Turning two knobs on the side causes the surface of the maze to tilt along different axes. By learning to coordinate the knobs, a player maneuvers his ball through the maze while desperately trying to avoid the 60 dropout holes.

PARTY FAVORITES

22 CROSTALK (Polar Company, \$19.95) P 2, 4, or 6 (4 or 6)/C 2/T 45m

In this test of communication skills, a player is given a peg-board on which the opposing team has arranged a pattern of five colored blocks. Without displaying the pattern, each player must get his partner to duplicate it precisely on a different board. In the first round, both partners may converse freely; later, more and more restrictions are imposed, until only sign language is permitted. (July 83)

23 FACTS IN FIVE (Avalon Hill, \$13.95) P 2 or more/C 2/T 45m

Players are given five minutes to fill in the 25 spaces of a 5 x 5 grid, which is divided into five categories such as "rivers," "scientists," etc., selected from cards drawn by the players. The hitch is that the five "facts" named for each category must begin with five particular letters (selected at random). We prefer to play this game with an encyclopedic reference and Scrabble-like challenge rules.

24 SORRY! (Parker Brothers, \$13.95) P 2-6/C 2/T 30m

Racing your tokens from start to finish is a game theme dating from antiquity. This version is unusual in that movement is governed not by dice but by a special set of cards, many of which provide interesting options. On a 10, for instance, you can move either forward 10 or back one; on an 11, you can switch places with another player's token; and on a 4, you must move backward, even if it means leaving the Safety Zone near the finish. "Slides" on the track make it easier to land on other players' tokens and bump them back to start, adding to the unpredictability of the outcome.

23



25 TRIVIAL PURSUIT (Schoenow & Righter, \$35 [25A]; Silver Screen supplement [25B], \$26.95) P 2 or more/C 2/T 90m

With its 6,000 high-quality questions, this game will separate the trivia dilettante from the true master. Players travel around the board, answering questions in categories determined by the spaces landed on. Correct answers earn additional turns or, on certain board spaces, a token. When you've collected a token for all six categories, you still must answer a question in a category of your opponent's choice in order to win. The Silver Screen supplement adds 6,000 new questions in six film categories. (Sept. 82)

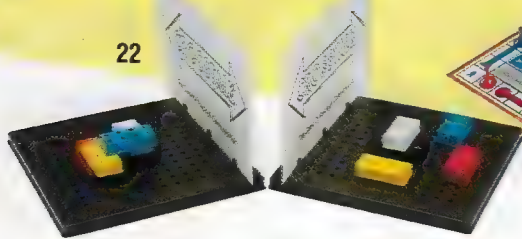
26 TWISTER (Milton Bradley, \$12.95) P 2-6 (4-6)/C 1/T 15m

A balance and dexterity game that tests much more than hand-eye coordination, Twister can turn a party into a hilarious free-for-all. Players must position their hands and feet on a colored vinyl sheet according to instructions (by spinner) that become nearly impossible to follow. The more people on the mat, the more fun the resulting entanglements.

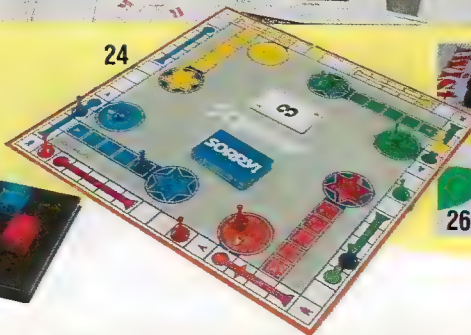
25



22



24



26



ABSTRACT STRATEGY

27 ADVANCED MASTER MIND

(Pressman, \$12.99)
P 2/C 2/T 15m

Master Mind is still the quickest, purest deduction game around. One player hides a code—a sequence of colored pegs—and the other must find it in as few guesses as possible, using information the code maker supplies after each correct guess. This version has one more row and two more colors than standard Master Mind, and is considerably more challenging. (J/F 78)

28 DOMAIN

(Parker Brothers, \$12.95) P 2/C 2/T 15m

Although this game cannot last more than 13 moves per player, we doubt anyone can master it completely. Tiles come in various shapes, and have one blue and one white side. Placing a tile of your color next to an opponent's tile causes the latter to flip to your color—the situation you want when the game ends. Since tiles can be flipped, players must think about whether an even or odd number of moves can be played around a tile in the future. (Mar. 83)

29 DOMINATION

(Milton Bradley, \$13.95)
P 2-4 (2)/C 2/T 30m

Popularized in Europe under the name Focus, Domination involves intricate maneuvering of single pieces into stacks, which in turn are maneuvered on top of one another. A player creating a stack more than five pieces high removes the excess, eliminating the opposing pieces he has removed but setting his own pieces aside as reserves that can be dropped back into play.

30 GO

(Sabaki Go Company; full-size folding board and 5.5 mm glass stones, \$40) P 2/C 2/T 1h

Probably the most popular strategy game in the world, go is played professionally in the Far East, where it originated (in China) two to four millennia ago. The rules are so logically derived from geometric principles that world chess champion Emanuel Lasker once speculated that intelligent beings in other worlds are likely to know go. Players add one piece at a time to the board, attempting to surround open territory while capturing surrounded opposing pieces along the way. Sabaki (Box 23, Carlisle, PA 17013) also carries a full line of go books, plus sets in all price ranges.

31 KENSINGTON

(Samuel Ward, \$10) P 2/C 2/T 30m

Enormously successful in England, this abstract game resembles nine-men's morris (mill). Players alternately place pieces on intersections, then move them one point at a time. Forming a triangle allows you to reposition one opposing piece; forming a square allows you to reposition two opposing pieces. Properly exploited, these tactics help you form a hexagon and win the game.

28



29



32 LEVERAGE

(Milton Bradley, \$13.95) P 2/C 2/T 45m

The board is a functioning seesaw that players attempt to tilt by maneuvering pieces of three different weights to a safety zone on the opponent's side. Pieces move and jump as in Halma or Chinese checkers but can sometimes capture one another. When the board tips, balance is restored by removing weights from the appropriate player's end row; if you lose all your weights, you're out of the game. (J/A 80)

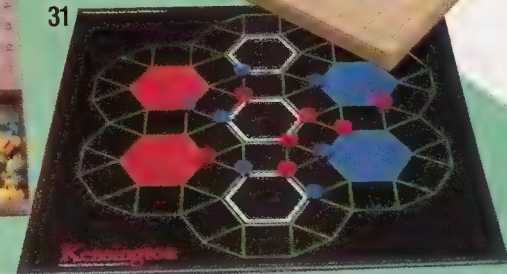
33 OH-WAH-REE

(Avalon Hill, \$13.95) P 2-4 (2)/C 2/T 30m

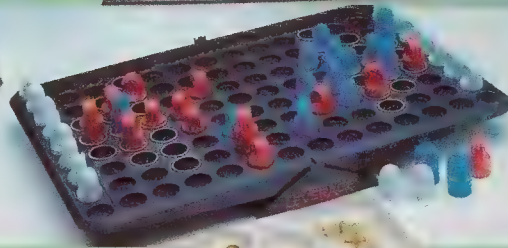
Mancala games, played in Africa for centuries, are still among the least understood strategy games. Many of their secrets have not been revealed except from one tribal master to another by word of mouth. This version is less attractive than some of the fine wooden ones, but it provides comprehensive rules, complete with illustrative games, for several of the best variations.



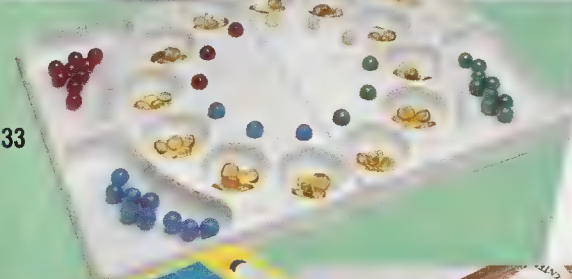
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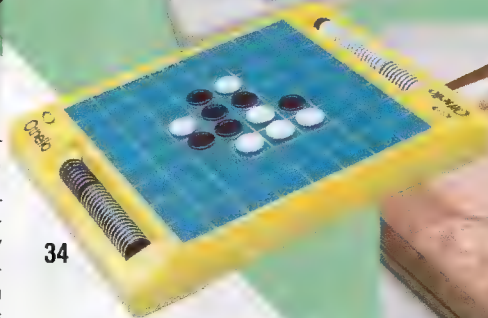
32



33



34



34 OTHELLO

(Ideal, \$12.95)
P 2/C 2/T 30m

Players from the U.S. and Japan have shed the most light on this game's once misunderstood strategies. As the board fills in, lines of pieces with one black face and one white face are flipped and re-flipped, changing color, with each player trying to end with his color on top. (This year's "improved" board, incidentally, is fluorescent blue with a bright yellow border.) The rules now include an excellent strategy discussion by former world champion Jonathan Cerf. For more details on corner sacrifices, evaporation techniques, and other ploys, serious players should write to the U.S. Othello Association, Box 342, Falls Church, VA 22046. (S/O 77)

35

35 PENTE

(Pente Games; Deluxe edition shown, \$90 [35A]; Standard, \$16.50 [35B]; Travel (magnetic), \$10 [35C])
P 2-4 (2)/C 2/T 15m

Pente has the ideal combination of simple rules, fast playing time, interesting tactics, and classic design. As in the Japanese game (ninuki-renju) on which it is based, the object is to get five pieces in a row, or to capture five pairs of opposing pieces by partially surrounding them. Tournaments, strategy books, newsletters, and many beautifully composed problems exist for Pente, which has replaced backgammon as the game of choice in many parlors. (J/A 79)

GAMES FOR ARMCHAIR JOCKS

36 NFL STRATEGY (Tudor, \$19.95) P 2/C 3/T 1h

Despite simple mechanics, this game offers as sophisticated a brand of football as any armchair quarterback could want. Guided by a manual based on NFL playbooks, the offensive player chooses one of 40 plays, while the defensive player chooses one of 12. The plays are then compared, the ball position taken into account, and a weighted random factor introduced. Thus, a particular play combination won't always yield the same result.



36

37 SPEED CIRCUIT (Avalon Hill, \$14) P 2-6/C 3/T 90m

Master the intricacies of three different racetracks as you race a car built to your specifications in terms of speed, braking ability, and other capabilities. Players plot their cars' speeds simultaneously, trying to outguess opponents on the tight curves, where badly placed cars may spin out or crash. For a similarly structured but more complex game, we recommend Avalon Hill's *Circus Maximus*, which reenacts Roman chariot races.



37

38 STRAT-O-MATIC BASEBALL (Strat-O-Matic Game Co., 46 Railroad Plaza, Glen Head, NY 11545; \$25 postpaid) P 2/C 3/T 4h

The baseball version is the best of the Strat-O-Matic sports series, boardless games that use extensive cards and charts and are often played in organized leagues. Almost every major league player is represented by a card, and his dice-generated performance is based on his actual pitching or hitting statistics compiled from the previous season. It's so realistic, even midgame injuries can occur. The advanced game allows for more managerial options, like hit and run. Cards from old-timer teams are available, so you can end barroom arguments by pitting, say, the 1927 Yankees against the 1982 Cardinals.



38

CARD GAMES

39 BRIDGETTE (Xanadu Leisure, \$6.95) P 2/C 3/T 10m per hand

This is as good a two-player card game as any we know. Players bid for the right to name the trump suit, then try to win tricks. By playing a "colon"—one of three special cards added to a standard deck—you can avoid following suit and force the opponent to lead a different suit on the next trick. Bidding strategy and scoring rules will be easier to master if you play bridge, but it's not a prerequisite. (J/A 82)

40 GRASS (Euro Commerce Corp., \$7.50) P 2-6 (4-6)/C 3/T 30m

This action card game has more than the usual amount of drama, strategy, and humor. Players attempt to make money dealing in marijuana; naturally, they must also try to stay out of jail. Thus, collecting cards that will get you off on various technicalities becomes as important as protecting your stash from being ripped off by the other players. This well-designed game was invented by a retired policeman.

41 MARRAKESH (Xanadu Leisure, \$49.95) P 2/C 3/T 45m

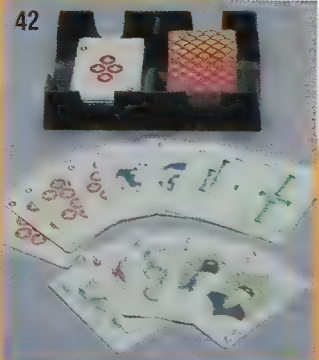
Chance, skill, and the ability to guess the opponent's next play blend in a fast-paced game that should appeal to card and backgammon players alike. Hands are played out in two-card tricks; the winner of each trick (determined solely by the suits of the cards played) uses the numerical values of the trick's cards to bear off his pieces according to backgammon rules. Scoring bonuses for special bear-off patterns, like the Casablanca and the Bogart, give the game an exotic flavor. (M/J 80)



40

42 MHING (Suntex International, \$12) P 2-6 (4)/C 3/T 20m per hand

Based on the Shanghai style of Chinese mah-jongg, Mhing is played with an exotic 150-card deck composed of three suits (bamboos, dots, and characters), honor cards (winds and dragons), and flowers. The object is to develop a hand with matching sets of cards, much as in rummy. In this game, however, there are many special kinds of hands worth extra points, and a player often faces the dilemma of whether to try to go out quickly or to aim for a harder-to-get, higher-scoring hand. (Oct. 82)



42

43 SUPER RACK-O (Milton Bradley, \$11.95) P 2-4/C 2/T 45m

The basic Rack-O idea—drawing and discarding to organize a racked set of cards into numerical order—has been further developed in this Super version. Each player has both a red and a blue rack, and must worry not only about the ranks of the cards, but their colors as well. Memory is important, as is the ability to judge probabilities: Are you more likely to draw two cards from the 1-9 group, or one card each from the 1-9 and 11-14 groups?

44 UNO (International Games; Deluxe, \$7.95 [44A]; Standard, shown, \$5 [44B]) P 2-6/C 2/T 45m

This colorful revamp of Crazy Eights has a lot more twists and surprises. As players try to get rid of all their cards, they're helped—or hindered—by special cards that call for skipping turns, reversing order of play, and drawing additional cards. A rummylike scoring system assesses varying penalties for cards left in players' hands.



44

39



41

43

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HOME ARCADE



45

45 FROGGER (Coleco, \$39.95)
P 1/C 1

Maneuvering your frog across three lanes of traffic, a snake-infested sidewalk, and a river afloat with logs and turtles looks a lot easier than it is. Your frog can croak in any of seven ways, and the going gets tougher as your score increases. Raucous sound effects that can't be turned off are the only real drawback.



46

46 MS. PAC-MAN (Coleco, \$39.95)
P 1-2/C 1/T 5m or more

Now available in tabletop form, this arcade superhit is more difficult than Pac-Man. There are eight different mazes, and the four pursuing ghosts are programmed to make certain random decisions in their movements, so memorizing patterns isn't too helpful. Also included is a two-player head-to-head version, in which each player controls his own dot-gobbler.



47

47 Q*BERT (Parker Brothers, \$79.95) P 1/C 1

You guide everyone's favorite "noser" around a pyramid; he hops on blocks, attempting to convert them all to a new color. Although simpler than the arcade version (while dodging red balls, the only villains Q*Bert has to avoid are Coily and Slick) the home game has nine play levels to assure lasting appeal.



48

48 ZAXXON (Coleco, \$44.95)
P 1/C 1

Elaborate graphics enhance this excellent arcade adaptation, which pits your winged spaceship against missiles, fighters, and Zaxxon, an indestructible robot warrior. You can bank to avoid enemies, dive to shoot ground-based rocket launchers, and climb to clear the fortress walls. The game uses up a lot of batteries, but has the largest screen of any game of its type.

VIDEO & HOME COMPUTER GAMES

Games for home computers are not included in The Games 100, but will be given full coverage in a special 12-page feature in next month's issue. For reviews of the best home video games, see "Fine Tunings" in last month's issue.

ROLE-PLAYING GAMES

49 CALL OF CTHULHU (Chaosium Inc., \$20)
P 3 or more/ C 5

This award-winning game is based on H. P. Lovecraft's legendary horror novels. Using logic and ingenuity, players try to uncover the evil plans of ancient creatures who seek to reclaim the earth. Set in the flapper era, the game comes with maps, dice, a superb rule book, and an intriguing background book on the Roaring Twenties.

50 DUNGEONS & DRAGONS Basic Set (TSR Hobbies, \$11.95) P 3 or more/C 4

Completely revised and rewritten, this Basic Set covers the full scope of the original D & D rules, but in a much more accessible, step-by-step way. A solo adventure, dice, sample dungeon, and dungeon master's guide are included. And when you've become proficient at exploring for treasure and dealing with monsters, an Expert Set, a great number of supplements, and other playing aids can take you deeper into this world of swords and sorcery. (S/O 79)

51 RUNEQUEST (Chaosium, \$20) P 3 or more/C 5

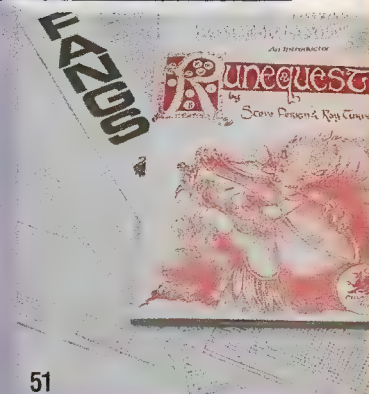
This detailed fantasy game is a rich and literate re-creation of a world of magic and adventure—Glorantha. The complex rules cover character creation, combat, magic, and the ancient Rune Cults. A basic role-playing booklet eases you into the game, and a beginning scenario, "Apple Lane," lets you explore a small but deadly village. Excellent solitaire adventures are also available for this award-winning game.

52 THE TRAVELLER BOOK (Game Designers' Workshop, \$14.95) P 3 or more/C 5

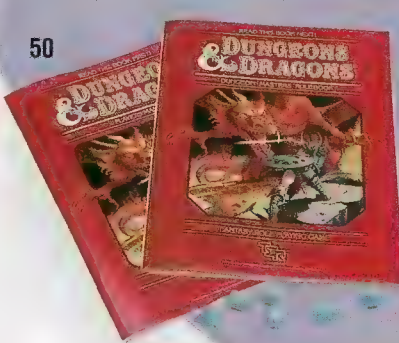
This book contains all the rules you'll need to create nearly any futuristic space adventure imaginable. There's also cogent playing advice and two ready-to-play introductory game scenarios. To support the basic Traveller system, GDW (Box 1646, Bloomington, IL 61701) also publishes board games such as the excellent Mayday and Snapshot, miniatures rules, and a magazine.



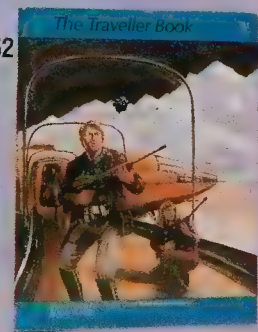
49



51



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52

MAN VS MACHINE

53



53 BACKGAMMON CHALLENGER (Fidelity Electronics, \$100) P 1/C 2/T 20m

Finally there's a worthy opponent you can afford to play for big stakes. While some experts may find the machine too easy to beat, most players—especially if the doubling-cube option is used—will find the Challenger lives up to its name. The machine gives you the option of rolling your own dice—and it will foolishly believe anything you tell it.

54



54 CHESS CHALLENGER SUPER 9 (Fidelity Electronics, \$250) P 1/C 3/T 45m

This sophisticated chess opponent plays roughly like an 1800 player (USCF rating) at tournament speeds. It talks, plays at 15 different levels, has a good knowledge of book openings, keeps track of time used by both itself and the player, and can be hooked up to a printer (sold separately) to record your games.

55



55 MONTY PLAYS SCRABBLE BOARD WORD GAME (Ritam, \$149.95 [55A]; Vocabulary Module 1 (adds 16,000 words) \$39.95 [55B]) P 1-3 (1)/C 3/T 30m

With a basic vocabulary of 12,000 words (expandable to 44,000 with two extra modules) and a decent understanding of strategy, Monty is a tough, high-scoring opponent. He's also fast, taking an average of a minute per move on a medium skill level. If you get tired of losing, you can usually fool him with phony words. (Sept. 83)

56



56 REVERSI CHALLENGER (Fidelity Electronics, \$155) P 1/C 2/T 30m

This program is so strong and fast at its expert levels that we suspect it could win a match from any human. Apart from a more flexible opening setup, reversi is identical to Ideal's Othello. Unlike chess or checkers, it's proven to be a game in which people can learn from computers.

HISTORICAL GAMES

57 ACE OF ACES (Nova Game Designs; \$16.95 each for the Rotary [57A], Powerhouse [57B], or Flying Machines edition shown [57C]) P 2/C 3/T 30m

This cleverly designed World War I aerial combat game is completely contained within two books. Identically numbered pages in each book show views of the planes from each player's "cockpit." Players select a maneuver, compare moves, and are directed to a new page, where they hope to see the other player in their gunsight. This new Flying Machines edition, depicting the first fighter planes, is a complete game but can be combined with planes from the other editions for varied combat. (J/F 81)

58 CIVILIZATION (Avalon Hill, \$22) P 2-7(6-7)/C 4/T 2-12h

In this totally absorbing epic, each player represents a nomadic tribe that will grow, establish cities, and develop arts, crafts, and sciences. To become the most civilized nation, you'll need the trading instinct of a Monopoly champ, the foresight of a chess player, and the judgment of a Diplomacy whiz. And when you think you've evolved to the level of classical Greece, watch out for volcanic eruptions, plagues, and civil war. (J/A 82)

59 DIPLOMACY (Avalon Hill, \$17) P 3-7 (5-7)/C 3/T 5h

Players represent the major European powers on the eve of World War I. Since there are no dice or random events, your success depends solely on wits, negotiating skill, strategically placed forces—and treachery. Like chess, Diplomacy has spawned numerous variants, detailed analyses of openings, and a vigorous play-by-mail following. (N/O 77)

60 GETTYSBURG (Avalon Hill, \$16) P 2/C 3-5/T 3h

No American battle has been the subject of more games (Avalon Hill alone has published three prior versions), and this is the best of an excellent lot, a rare wargame that will please novice and expert alike. Gettysburg provides three sets of rules that afford varying degrees of detail and historical accuracy in the play.

61 A HOUSE DIVIDED (Game Designers' Workshop, \$9.98) P 2/C 3/T 90m

Rules to this exceptionally simple Civil War game take only four pages, and all necessary playing information is shown on the board and the pieces. True to history, the Confederacy must strike quickly and effectively or be worn down by superior numbers. Unlike history, the game can be painlessly and enjoyably repeated several times in an evening. (M/A 82)

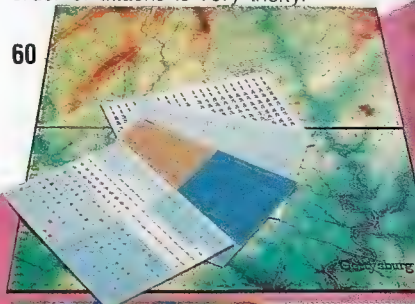
62 NAPOLEON (Avalon Hill, \$14) P 2-3/C 3/T 1h

This exciting reenactment of the Battle of Waterloo proves that a wargame can be fairly realistic without sacrificing simplicity. French, Anglo-Dutch, and Prussian units are represented by wooden blocks whose strengths are kept hidden from the opponent until they are used in battle. The French advantage in mobility is offset by the fact that Napoleon must win by the 12th turn.

63 STORM OVER ARNHEM (Avalon Hill, \$16) P 2/C 4/T 2h

The famous World War II battle depicted in the film *A Bridge Too Far* is re-created with a unique movement and combat system. Turns are divided into "impulses"; in each, a player commits troops in a single area to move or to fire. Once committed, troops are more vulnerable to attack in later impulses of the same turn, so figuring out the optimal order of attacks is very tricky.

60



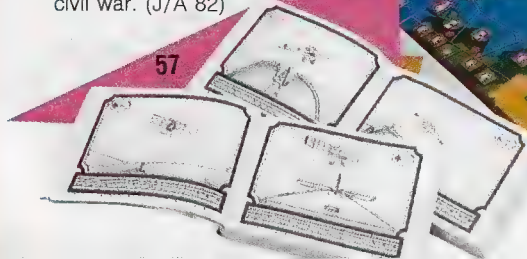
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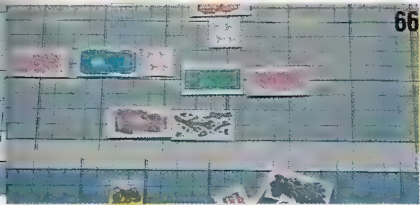


58



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65 BEYOND THE STELLAR EMPIRE (Adventures by Mail, Box 424, Cohoes, NY 12047; \$17 for rules, plus \$4 per move; no photo) P 1/C 5/T many months

This computer-moderated game of space exploration is played by mail. Its scope is immense, and there's a high degree of player interaction. You join one of a dozen "companies," each specializing in exploration, trade, imperial service, or other less reputable pursuits. The gamemasters who run your turn through the computer are very helpful to beginning players.



64 VICTORY IN THE PACIFIC (Avalon Hill, \$14) P 2/C 4/T 2h

Probably the most popular naval wargame since Avalon Hill's Midway, this strategic-level simulation covers the entire Pacific theater of World War II. Players earn points for the sea areas they control at the end of each of the game's eight turns. All the important battleships and aircraft carriers are accounted for, as is the initial surprise attack on Pearl Harbor.



63



64



67

66 CAR WARS (Steve Jackson Games, \$5) P 2 or more/C 4/T 90m

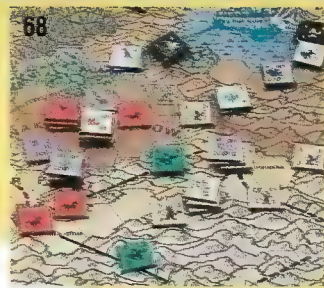
If you liked the film *The Road Warrior*, or if you live in Los Angeles, this may be your game. Cars with various speeds, weapons capabilities, and abilities to maneuver whiz about the highways of the future, turning flame-throwers on passing cars and dropping tire spikers in front of tailgaters. Two expansion sets—Sunday Drivers and Truck Stop—can be added for even wilder play.

67 COSMIC ENCOUNTER (Eon Products, \$20) P 2-4 (4)/C 3/T 90m

Every player is a different alien with a unique power that allows him to break one of the game's otherwise simple rules. The aim is to gain bases on other worlds through combat (using cards and tokens) and diplomacy. We recommend buying Expansion Set 2, which introduces the Gambler—an alien who can bluff his way through a fight—and the Anti-Matter, for whom inferiority means victory. (May 83; S/O 78)

68 DRAGON PASS (Chaosium, \$17) P 2-3/C 5/T 2-12h

The rich mythology of Runequest (see page 43) is the backdrop for this grandest of all fantasy wargames, which has undergone several revisions since first appearing as *White Bear, Red Moon*. Dragons, superheroes, magicians, and a myriad of other creatures battle on material and spirit planes for control of Dragon Pass. Many characters have exotic powers that can be used just once. Sir Ethilrist's Hound, for example, can make a Doom Run straight across the board, killing everything in his path, while the Stormwalkers can flood every river simultaneously. (The game may be hard to find until January, when an Avalon Hill version will appear.)



68



69

69 DUNE (Avalon Hill, \$16) P 2-6 (4-6)/C 3-4/T 3h

Readers of Frank Herbert's classic will not be disappointed with this board-game version. The Atreides family, the Bene Gesserit, the Guild, and other factions employ military force, treachery, and special abilities to gain supremacy on an inhospitable planet where giant sandworms produce a spice that is the key to galactic control. Beware of keeping too many troops in Arakeen when a storm is approaching: You never know when someone may use the Family Atomics to blow away the Shield Wall.

70 ILLUMINATI (Steve Jackson Games, \$6) P 2-6 (4-6)/C 3/T 2h

In this lighthearted spoof of conspiracy theories, players represent such secretive factions as the Gnomes of Zurich, the UFOs, and the Bermuda Triangle. These Illuminati—"enlightened ones"—attempt to control the world by subverting various powerful and not-so-powerful groups (represented by cards), ranging from the CIA and the Cattle Mutilators to the Post Office and Madison Avenue. Players deceitful enough to win at this game may want to liven things up even more with the two expansion sets, which add such nasties as the Society of Assassins and the Orbital Mind Control Lasers. (Feb. 83)



71



72

71 IMPERIUM (Game Designers Workshop, \$9.98) P 2/C 4/T 3h

A classic among space wargames, Imperium pits Earth's descendants against an empire that rules much of the Milky Way. Earth's main chance to survive lies in the fact that we are but a minor annoyance to the Empire, unworthy of a costly attack. Played as a series of wars, the game sometimes favors those who lose the early rounds in order to improve their political position for the final battle.

72 SANCTUARY (Mayfair Games, \$17.50) P 1-6/C 4/T 1-3h (solitaire 15m)

In this neatly balanced game of greed and spite, your thief tries to pull off heists and avoid the ever-present imperial guards, the Hell Hounds. While carrying your loot back to your cache, you can send Hell Hounds to harass the other players. This tense board game is derived from Robert Lynn Asprin's anthology, *Thieves' World*.

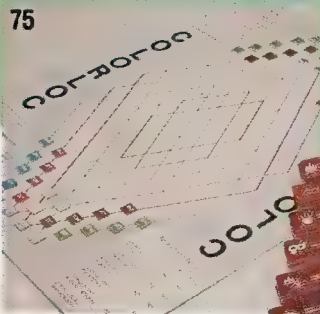
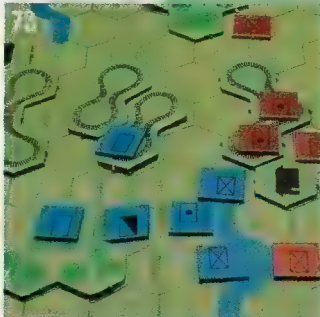
ABSTRACT CONFLICT

73 BATTLE (Yaquinto, \$9)
P 2/C 3/T 30m

An ideal introduction to basic wargame concepts, Battle is a quick tactical struggle in which players try to break through the enemy's line and capture his headquarters. The absence of hidden movement keeps the game simple, and the absence of dice simplifies the strategy. Terrain, army composition, troop capability, and opening setup can all be varied, allowing players to re-create the flavor of battles from a variety of historical periods. (M/J 81)

74 BORDERLANDS (Eon Products, \$15)
P 2-4/C 3/T 90m

Players seek to build cities by producing or trading for iron, timber, horses, and other resources. Since conflicts are resolved without dice or luck, good trading and diplomatic skills are required (except in the two-player game, which is one of nearly pure strategic planning). An expansion set allows for a fifth player and enlarges the map board.

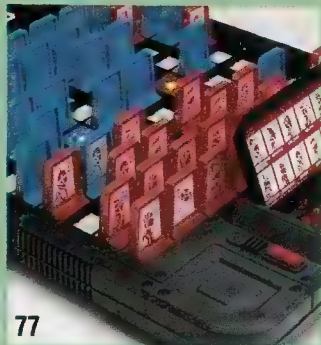


75 COLORLOC (Victor Talalay, \$10) P 2/C 3/T 1h

In this tense tactical struggle, pieces for both players come in various colors and types. A piece's color defines the board lines along which it can move, while its type prescribes the maneuvers and captures it can perform. Some pieces are so powerful that in the right situation, they can capture all opposing pieces in a single turn. The constant danger makes players feel as though they are walking a tightrope. (Feb. 83)

76 CONQUEST (Conquest, Inc.; with metal pieces, shown \$42.50 [76A]; with plastic pieces, \$16.50 [76B]) P 2/C 3/T 90m

Medieval armies—all with their own special powers of movement, capture, and transport—are at war. A player may make up to 20 moves per turn. If he captures a piece, his opponent may interrupt to recapture it, a rule that makes defense a manageable task. Also available is a larger four-player version, which can be played just as well with only two or three. (J/F 79)

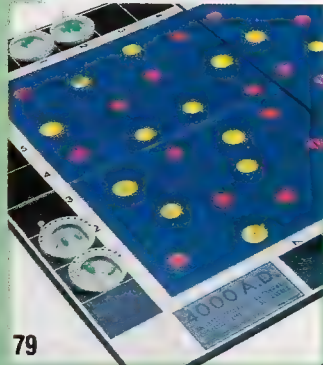


77 ELECTRONIC STRATEGO (Milton Bradley, \$59.95) P 2/C 3/T 45m

The classic military game of "steal the flag" now has a mind of its own. Only the computer can see the faces of the opposing pieces, and it indicates the winner of an attack without revealing the exact identity of either the winning or losing piece. The computer also keeps track of hidden mines (which are not represented by playing pieces as they are in regular Stratego) and permits players to probe any enemy piece, at the cost of a turn, for limited information about its type. (Sept. 82)

78 EXTINCTION (Carolina Biological Supply Co., \$19.95)
P 2-4/C 3/T 2h

Survival of the fittest in a changing ecosystem is the theme of this game, which is as entertaining as it is educational. The island of Darwinia has six different habitats, ranging from marsh to meadow, and each player manages a species made up of genetic traits that define its mobility, optimal habitats, reproduction rate, and degree of resistance to predators and environmental changes. A species may overpopulate, risking famine, or be reduced by human encroachment and pollution. Luck plays a large part, but players can improve their chances by strategically changing their gene cards.



79 4000 A.D. (Waddington's House of Games, \$24.95)
P 2-4/C 3/T 90m

In a clash of interstellar empires, starships maneuver among 24 sectors of space by means of warp travel. A fleet in the warp moves in any direction but must reappear on the board exactly as many sectors away from its point of departure as the number of turns it spent in the warp. Because big fleets wipe out smaller ones, players must watch alertly for coordinated attacks. Capture of certain planets earns additional ships; capture of the opposing home-star systems wins the game. (M/A 79)

80 RISK (Parker Brothers, \$18.95) P 2-6/C 3/T 90m

Alexander, Genghis Khan, and Napoleon would have loved matching wits in this game of global conquest, which is sufficiently simple to have become a family classic despite its bellicose theme. Seesaw battles can rage in the late phases, when players alternately acquire huge numbers of reinforcements and sweep them from continent to continent, recapturing countries lost the previous turn.

81 SHOGI (The Shogi Association; westernized pieces with folding wooden board shown, \$30 [81A]; Japanese pieces, same board, \$25 [81B]) P 2/C 3/T 1h

More popular in Japan even than go, shogi has the same goal as chess—checkmating the other king—but contains a rule that makes it a completely different kind of game: A captured piece becomes the property of the capturer and may later be dropped back on an empty square as part of his army. The Shogi Association (Box 77, Bromley, Kent, U.K.) also produces several ancient shogi variants and an outstanding bimonthly magazine on the game.



GAMES OF DEXTERITY

82 BLOCKHEAD (Pressman, \$7.99)
P 2 or more/C 1/T 10m or more

Equally fun and funny for all ages, this is the game incarnation of "the straw that broke the camel's back." Players take turns adding oddly shaped blocks to a tower while trying to keep it as unstable as possible for the next player. If you knock a tower down three times, you're out of the game.



82

83 FORE PAR TABLE GOLF (World Wide Games, \$112)
P 2-4/C 1/T 30m

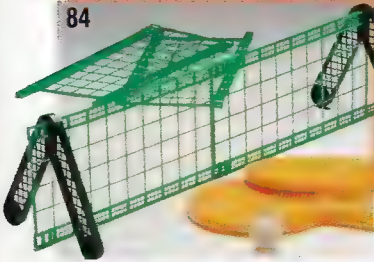
A few compromises were made to fit an 18-hole golf course onto a board the size of a coffee table. The balls are pucklike, the fairways are wooden, the clubs look like pool cues, and the hazards are bumpers—but it all works beautifully. The game has elements of croquet, since knocking the other balls out of position and blocking a direct line to the hole to force a bank shot are fair play. (N/D 78)



83

84 NERF PING-PONG (Parker Brothers, \$13.95)
P 2/C 1

If you can't fit a Ping-Pong table into your living room, try this portable version. The net adjusts up to four feet in length, and the spongy balls can't damage anything they hit. For variety, try a game on a round table, or handicap one player by moving the net closer to his opponent. (Jan. 83)



84

85 NHL STANLEY CUP HOCKEY (Coleco, \$29.95)
P 2/C 1

This blast from the past has all the lightning action of pro hockey but none of the brawls. Each player controls a team of plastic skaters, which are attached to metal rods. The rods are pushed or pulled to slide a player up and down the rink, or twisted to rotate him, which allows passing and shooting the rubber puck. If you haven't worked up a good sweat by the game's end, you're not playing winning hockey.



85

86 NO JIVE YO-YO (Tom Kuhn Custom Yo-Yos, \$12.50)
P 1/C 1

Rock-the-baby, walk-the-dog, and loop-the-loop are all made easy with this high-quality hardwood Yo-yo, which comes with a complete instruction booklet. The Yo-yo can be taken apart and re-assembled in three different ways, each best for certain tricks.



86

87

87 SIDEWINDER (Parker Brothers, \$19.95)
P 2/C 1/T 5m

Adults can't seem to put this "silly kids' game" aside once they pick it up. Shaking the board randomly disperses steel balls beneath pictures of shrubbery. Each player then unwinds his plastic snake by turning two knobs, and tries to retrieve balls with his snake's magnetic head. With practice, you can make your snake twist and turn around obstructions, steal a ball from the opponent's snake, and dart back to the safety of your den. Resetting the game is a bit of a nuisance; we suggest making the previous game's winner do it.

MAKING ENDS MEET

88 KALIKO (Future Classics, \$30)
P 2-4/C 2/T 45m

One of the most graphically appealing games ever produced, Kaliko is played with clear Lucite tiles, each having a unique pattern of red, white, and/or blue paths. Each turn, opponents play one or more tiles (from a hand of seven), linking previously unconnected paths of the same color. Points are earned according to the length and number of twists in the path, and are doubled if a path is bent into a closed loop. Comebacks from huge deficits are possible but require both skill and luck. (May 83)



88

89 TRAX (Excalibre Games, \$8)
P 2/C 2/T 30m

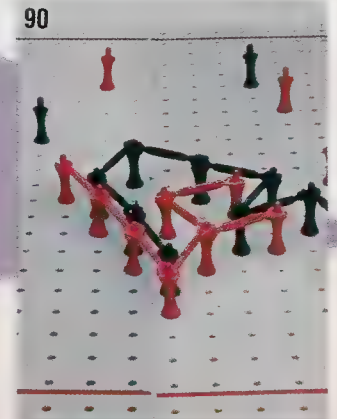
Both players use the same set of pieces in this tricky test of ingenuity and foresight. All 64 tiles have a black and a white path segment on both sides. A player wins by completing a loop in his own color or by creating a path that crosses eight rows or columns. Certain plays set off chain reactions of forced moves, and a player who doesn't look ahead may be embarrassed to find that he's completed a winning path for his opponent. (Oct. 82)



89

90 TWIXT (Avalon Hill, \$18)
P 2/C 2/T 45m

Unlike the old game of Bridg-It, Twixt has no known winning strategy. One player attempts to build a fence north to south, the other east to west, across the board; opposing fences cannot cross. As in other connection games, the best offense is a good defense.



90

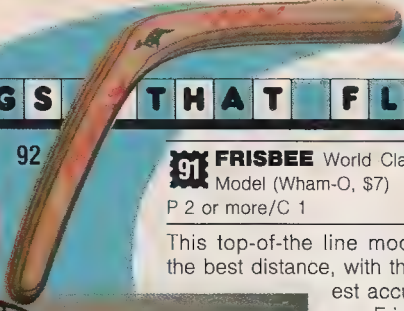
THINGS THAT FLY



92

91 FRISBEE World Class 165G Model (Wham-O, \$7)
P 2 or more/C 1

This top-of-the-line model gets the best distance, with the greatest accuracy, of any Frisbee. It's also the official "ball" in the popular sport of Ultimate, which has elements of soccer and football.

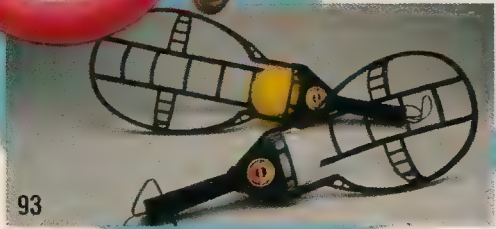


92 M17 BOOMERANG (Benjamin Ruhe, \$7 for either right-handed model [92A] or left-handed model [92B]) P 1/C 1

One of the easiest 'rangs to learn to throw and catch, this 17-inch Australian model is ideal for novices. Made of high-quality plywood, it's definitely not a harmless toy, so use it only in wide-open spaces (half a football field will do). For other models or information about the sport, write B. Ruhe, 1882 Columbia Rd. NW, Washington, DC 20009.

93 TRAC-BALL (Wham-O, \$15)
P 2/C 1

Ideal for medium-size lawns, Trac-Ball gives you two plastic lacrosse-type rackets and two hollow, rough-surfaced balls. Tracks inside the rackets, which are used for both catching and throwing, are lined with teeth that impart a lot of spin, making the ball curve, rise, or sink according to the thrower's motion.



93

MYSTERY GAMES

94 CLUE (Parker Brothers, \$13.95) P 3-6 (4-6)/C 2/T 1h

In this classic game of inference and deduction, players compete to discover the who, where, and how of a murder in a stately old mansion. Players travel to different rooms and pose hypothetical solutions to the crime, which the other players try to refute by showing one of the cards in their hands. Although only one player sees the card that's shown, the others can often deduce a surprising amount—at some risk of being tricked by a good deception. (J/F 80)

95 A PUZZLE MOST MURDEROUS (Springbok, available in Hallmark stores, \$8)
P 1 or more/C 2

With this new mystery jigsaw, solvers find that "all done is only just begun." The 500 assembled pieces reveal a murder scene that includes the corpse, the clues, and all the suspects. An accompanying brochure augments what you see with short bios of the people pictured and a description of the circumstances. Now you must piece things together for the second time in order to figure out who-, how-, and why-dunit.

96 SCOTLAND YARD (Ravensburger, \$21.50)
P 2-6/C 3/T 90m

In this strategic chase game, one player—"Mr. X"—is pursued by all the other players—detectives—who play as a group. The board is a map of London showing 200 locations connected by a network of taxi, bus, and underground routes. The detectives win, collectively, if one of them lands on Mr. X. The trouble is, Mr. X moves around secretly, and is required to reveal his position only occasionally. Fewer than four detectives haven't much of a chance, but a single player can control more than one detective if there's a shortage of players.

97 SHERLOCK HOLMES CONSULTING DETECTIVE (Sleuth Publications, \$25 [97A]; Mansion Murders supplement, \$12 [97B])
P 1 or more/C 4/T 1h or more

Best played cooperatively or solitaire, this game provides 10 very difficult cases for the world's most famous detective. The fewer places you need to search, the better your score will be, but just solving the cases at all is satisfying. After reading about a crime in the casebook, you may visit any of 250 locations in 1886 London; some places provide clues and suggestions of where else to look, others are dead ends. The Mansion Murders supplement provides five new cases set in an old house, and includes detailed floor plans.

98 SLEUTH (Avalon Hill, \$7.95)
P 3-6/C 2/T 1h

This card game becomes a different logic puzzle each time it's played. One card is removed from a deck of "gem cards," and the others are dealt out. Players ask questions about each other's hands, such as how many "opal solitaires" or "red pairs" they have. By choosing the right question for the right opponent, players attempt to discover the identity of the missing card.

99 221-B BAKER STREET (John Hansen, \$13.95)
P 2-6/C 3/T 45m

Players move around the streets and shops of London, looking for clues to one of the 20 cases provided (up to 100 more can be ordered separately). More than enough clues are given to solve each crime—from charades (for instance, a representation of the first syllable of the killer's name) to hard information (such as a suggestion of the motive or the weapon). An important strategy is to lock up the locations of the more important clues to slow the opponents' progress.

100 WHO KILLED ROGER ELLINGTON? (Jamie Swise; available from Just Games, 133 Mead Brook Rd., Garden City, NY 11530; \$17 postpaid; no photo)
P 5-8 (7-8)/C 3/T 2h

In this role-playing party game, players act out the parts of murder suspects. By questioning one another and periodically opening new packets of information that tell them more about their characters, the players—except for the culprit—try to solve the crime. The second game in the series, Murder by Proxy, works similarly (and is available for the same price), but has an "R-rated" theme. (Mar. 83)



95



97



96



98



94



99

The Sky's the Limit ★★★

by Philip Greco

ACROSS

- 1 Make a two-piece chess move
- 7 Artist's colors
- 14 Robe accessories
- 20 Shaw and others
- 21 Breakout artist
- 22 Elvis's birthplace
- 23 Armstrong's song to NASA?
- 25 Turkish peak
- 26 Lamprey catcher
- 27 1982 Disney movie
- 28 Compass pt.
- 29 Merit
- 30 Buntline and Beatty
- 31 Indian icon
- 33 Presidential nickname
- 35 Wm. Casey's org.
- 38 Gen.'s underling
- 39 Movie shown on *Nova*?
- 44 Examiners
- 49 Try a new hair color
- 51 Quietly furious
- 52 One-time Tarzan
- 53 Author Fleming
- 54 Catch
- 56 Actress Sommer et al.
- 57 Straws in the wind
- 58 Rich ruler of a small planet?
- 61 ___ amis
- 62 1982 Broadway hit
- 63 *The Firebird*, e.g.
- 64 Roman robe
- 66 Prefix for cycle or centennial
- 69 Yoko
- 70 Took first
- 71 Greek's P
- 73 Used to be
- 74 Part of HRH
- 75 Strongman Ferrigno
- 76 Devil's home
- 79 Going out
- 82 Deal out
- 83 Greek's X
- 85 Video game for shuttle pilots?
- 87 Street's boss
- 88 "___ in a name?"
- 90 Soak up
- 91 Timetable abbr.
- 92 Part of LEM
- 93 Small flowers
- 95 Be economical, in a way
- 97 Relies
- 98 Verne tale with a tail?
- 100 El ___
- 101 Ariz. neighbor
- 102 "Bei ___ Bist du Schön"

1	2	3	4	5	6		7	8	9	10	11	12	13		14	15	16	17	18	19			
20								21								22							
23								24								25							
26								27			28					29							
	30							31			32		33	34					35	36	37		
							38				39	40	41				42	43					
44	45	46	47	48				49	50					51									
52								53			54		55		56								
57								58			59				60		61						
62								63				64			65				66	67	68		
69								70			71	72			73					74			
75								76		77	78		79		80	81				82			
			83	84				85			86								87				
			88					89		90			91				92						
93								94		95	96				97								
98								99						100									
101								102				103	104	105					106	107	108	109	
								110	111	112			113	114	115					117			118
119	120											121		122					123				
124												125							126				
127												128							129				

Answer Drawer, page 78

- | | | | | |
|--|--|---|--|---|
| <ul style="list-style-type: none"> 103 Tie type 106 Menlo Park name 110 Cheese choice 113 Perform 116 "___ does it!" 117 Yorkshire city 119 Party nibble 121 Newspaper akin to <i>The Martian Chronicles</i>? 124 Dodger 125 Fit for consumption 126 Used car dealer's deal 127 Soothers 128 <i>Faerie Queene</i> writer 129 Shoelace hole | <ul style="list-style-type: none"> 3 Panache 4 Read the minutes? 5 Ogles 6 Extremist's suffix 7 Lorry fuel 8 Take ___ (try) 9 Venue 10 Cap type 11 Body of poetry 12 Some July birthdays 13 Nero's tutor 14 Blue zircon 15 Glow 16 Tiff 17 Aurora's theme song? 18 Guido's highest note 19 Souse 24 Some German kings 32 Off one's rocker 34 ___ nova (14th century music style) | <ul style="list-style-type: none"> 36 Angers 37 Also 38 Shout 40 Sound-picture agreement 41 Carousing sprees 42 Diamond and others 43 Prepare a strudel 44 Rock group ___ Harum 45 <i>One Day at a Time</i> family 46 Kurt Weill musical for interplanetary performers? 47 Kingsley and Vereen 48 High trains 49 Julia, of <i>Nine</i> 50 Go into 53 Bedridden 55 Dracula, at times | <ul style="list-style-type: none"> 58 Hsing-Hsing, for one 59 Multiple choice listing 60 Atlas dots 63 Feathery wrap 65 Fall behind 67 Like folk tales 68 Actresses Dunne and Cara 70 Bleach or blanch 72 Orchestra members 77 Road curve 78 Squall 80 Quick snack 81 Actress Lupino 82 Produced 84 Heavenly headgear 86 Rapier 87 Swabber's need 88 Bride, after the ceremony 89 Falter 92 Size after sm. | <ul style="list-style-type: none"> 93 Erich ___ Stroheim 94 Bio or chem. 96 Actress Hagen 97 Cheerful song 99 Speechifies 100 Mine worker 104 Rough tries 105 Tierra del Fuego's land 106 "Gasoline ___" 107 Co-op contract 108 Mercenary 109 Fred's dancing sister 111 Miami's county 112 Mimic 114 Fellow 115 <i>Chapeau</i> site 118 Proofreader's mark 119 Bee follower 120 In the manner of 122 Aykroyd, of <i>Trading Places</i> 123 Post's opposite |
|--|--|---|--|---|

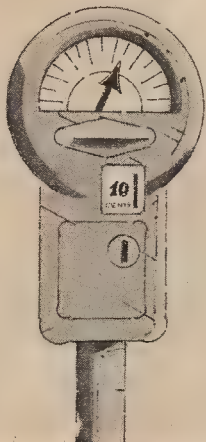
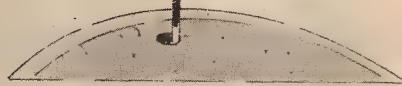
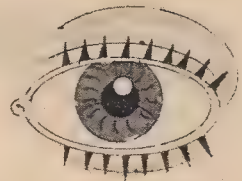
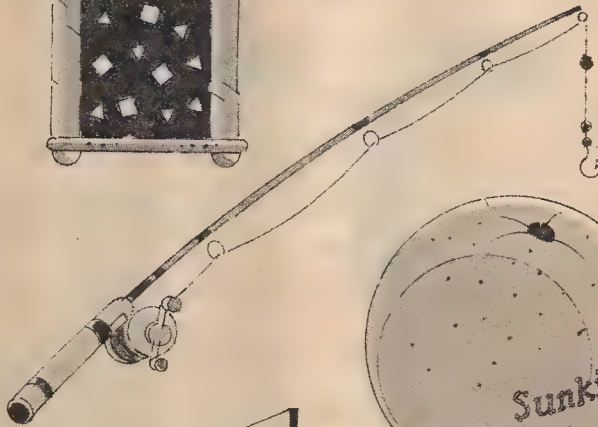
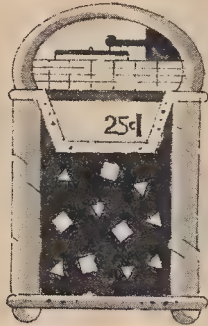
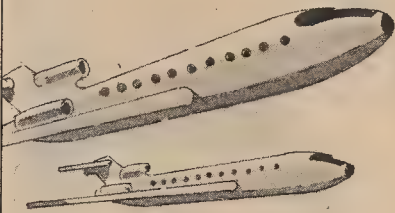
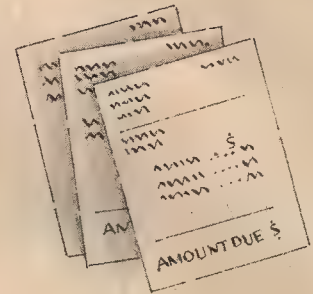
Family Pictures ★★

by Mike Shenk

The 18 jumbled pictures below can be grouped into six "families" of three members, each family containing some common element. Can you pick out the six triplets and determine

what ties each of them together? (Hint: Think about the words the pictures represent.)

Answer Drawer, page 72



ACKNOWLEDGMENTS TO NANCY SCHUSTER

ILLUSTRATIONS BY PHILIP ANDERSON

Cryptic Crossword ★★★

by Henry Hook

The Warm-Up Puzzle at right contains all the basic types of clues you're apt to encounter in a cryptic crossword. Like all cryptic clues, each contains two parts: a direct or indirect definition of the answer and a second description of the answer through wordplay. The first step in solving a cryptic clue, and a great part of the fun, is to determine the dividing point between the parts. Consider some sample clues:

"Remake of *Carrie's* more frightening (7)." This is an example of an anagram. The letters in the word *CARRIE'S* can be rearranged to spell *SCARIER*, defined as "more frightening." The words "remake of" suggest that the adjacent letters are to be put in a new order. An anagram clue always contains a word or phrase (like "crazy," "reorganized," or "in a heap") that suggests mixing or poor condition.

"Actor Connery hides me from sailors (6)." The word *SEAN* ("actor Connery") literally "hides," or contains, the word *ME* to make the answer *SEAMEN* ("sailors"). This is called a container clue.

"President leads a lively dance (5)." Here you must join two short words to form the answer: *POLK* ("President") and *A*, yielding *POLKA* ("lively dance"). This is an example of a charade clue.

"Rough 18 holes of golf, we hear (6)." This is an example of a homophone. The answer *COARSE* ("rough") sounds like *COURSE* ("18 holes of golf"). The phrase "we hear" hints that the adjacent word is to be pronounced to get the answer.

Other tricks of cryptic clue-solving have been explained in previous issues. If you are new to cryptic crosswords, start with the Warm-Up Puzzle at right and refer to the Answer Drawer for explanations.

Warm-Up Puzzle for New Solvers ★

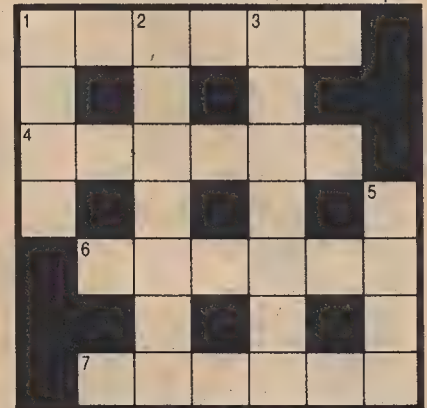
by Mike Shenk

ACROSS

- 1 Straighten up the evergreen tree (6)
second definition
- 4 Topless pilots in large streams (6) *beheadment*
- 6 In Athens, ignore the flag (6) *hidden word*
- 7 Change, please, for taking a nap (6) *anagram*

DOWN

- 1 Heard fly in pain (4)
homophone
- 2 Talks wildly, going around in gorges (7)
container
- 3 Bright red auto belonging to me (7) *charade*
- 5 Turning skillet is something easy to do (4)
reversal



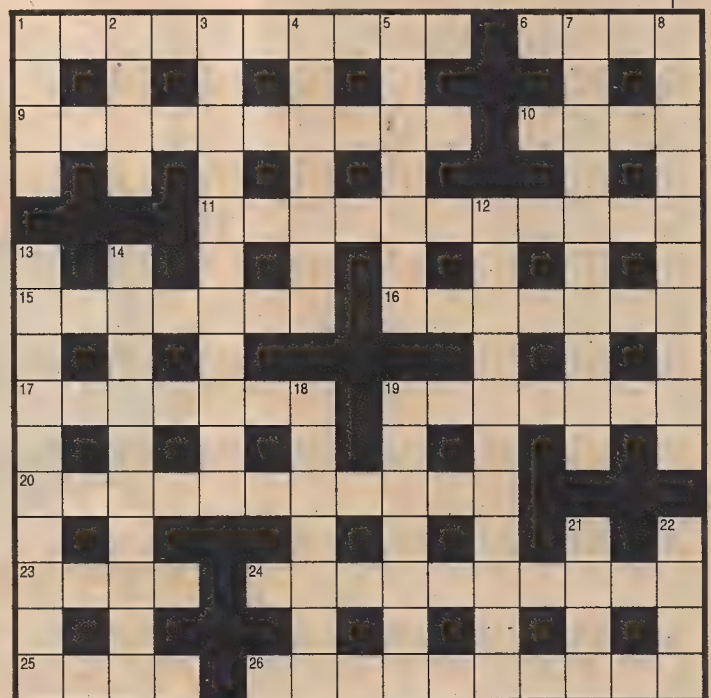
With detailed explanations in Answer Drawer, page 78

ACROSS

- 1 Fellow cuts roughly around tear in book draft (10)
- 6 Highlander in front of sofa bed (4)
- 9 I don't lose a struggle with loneliness (10)
- 10 Old Peruvian in California (4)
- 11 Mother's grasping topical arithmetic (11)
- 15 Ted, interrupted by shower, practiced (7)
- 16 It's said to depart a second time with ease (7)
- 17 Beards got a restyling—look in the mirror (7)
- 19 Rashly writes about hitman's first contracts (7)
- 20 Swinging star schemes—he's good at getting mates (11)
- 23 Bachelor conceals pain (4)
- 24 Foot doctor translating top diarist (10)
- 25 Beer ingredient in springs (4)
- 26 They say the path to the basement is intimidating (6,4)

DOWN

- 1 Loose dame is built (4)
- 2 Bill gets "nay" votes at hearing (4)
- 3 Lizards disturbed Alan's dreams (11)
- 4 Turned to trade crookedly (7)
- 5 Be the first one into dock (7)
- 7 A little bit of time in the middle (10)
- 8 Falling stars, never going across (10)
- 12 Repeats everything initially! (11)
- 13 Transportation for a Broadway director? (10)
- 14 Vicious strike and rioting at rock heap (6,4)
- 18 Game involving each little coastal city (7)
- 19 Poet's oral presentation is cleverer (7)
- 21 Oils spilled in farm building (4)
- 22 Astound with a selection of '50s tunes (4)



Answer Drawer, page 75

Double Cross ★★

by Michael Ashley

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the author's name and the source of the quotation. *Answer Drawer, page 75*

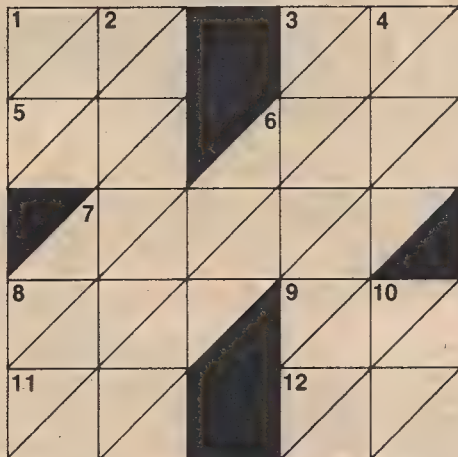
1Q	2C	3F	4N	5W	6E	7V	8H		9C	10S	11K	12N		13S	14G	15D	16R		17M	18W	
19I	20C	21E	22M	23S		24F	25X	26G		27C	28W	29X	30T	31J	32N	33F	34P	35V		36B	37H
38P	39W	40I		41T	42G	43C	44R		45D		46M	47B	48R	49D		50K	51G	52N	53T	54Y	
55W	56D	57C	58A		59V	60E	61U		62K	63R	64L	65M		66P	67J	68K		69M	70L	71Y	72H
73U		74X	75N	76A	77T		78Y	79M	80E	81U	82J	83R		84A	85J	86G	87T	88I	89X	90V	
91U	92Q	93I	94N	95F	96R	97V	98A		99S	100M	101W	102O	103E	104B	105D		106L	107O		108Y	109G
	110P	111J	112T		113N	114C		115U	116M	117B		118A		119Y	120E	121X	122N	123W		124Q	125H
126M	127S	128C	129V	130P	131J	132T	133O	134W		135N	136Y	137X	138Q		139N	140W	141G	142P	143J		144E
145H	146J	147M	148S		149Y	150P	151A	152F		153F	154S	155B	156T	157K	158I	159L		160U	161C	162S	
163O	164L	165N	166H	167D	168K	169I		170F	171X	172T		173X	174D	175H	176Q	177C					

- | | |
|--|---|
| <p>A. Arts and _____
151 76 118 84 58 98</p> <p>B. Puts up a picture
36 47 104 155 117</p> <p>C. Film script based on a book, e.g.
2 9 20 27 43 57 114 128 177 161</p> <p>D. Petroleum distillate
15 45 49 56 105 167 174</p> <p>E. Bureau compartments, or contents?
6 21 60 80 103 120 144</p> <p>F. Fastened a gate
3 24 33 95 152 153 170</p> <p>G. Enlightened
14 26 42 51 86 109 141</p> <p>H. Harmonious understanding
8 37 72 145 125 175 166</p> <p>I. Top cards in bridge
19 40 88 93 169 158</p> <p>J. Plea
31 67 143 85 146 111 131 82</p> <p>K. Scottish boy
11 50 62 68 157 168</p> <p>L. Shop tool
64 70 106 159 164</p> <p>M. Inflammation of the eye
100 22 69 17 46 116 79 126 65 147</p> | <p>N. Form into a distinct entity
165 32 135 113 4 12 139 94 122
52 75</p> <p>O. Earth's satellite
102 107 133 163</p> <p>P. Not conscious (of)
150 142 130 110 66 38 34</p> <p>Q. Currency certificates
1 124 92 138 176</p> <p>R. Beat soundly
16 44 48 63 83 96</p> <p>S. Withdraw, as from an argument (2 wds.)
127 10 99 148 162 23 13 154</p> <p>T. Flowery alpine herb
77 172 53 156 41 87 132 112 30</p> <p>U. Scram! (2 wds.)
91 73 160 115 81 61</p> <p>V. Favored to win (hyph.)
7 35 59 90 97 129</p> <p>W. Part of "VIP"
140 101 39 18 28 123 5 134 55</p> <p>X. Capital of India (2 wds.)
25 29 74 89 121 137 173 171</p> <p>Y. Kind of school
119 54 78 108 149 136 71</p> |
|--|---|

Double Parking by Will Shortz

Solve these two puzzles like regular crosswords, except instead of filling in squares, put one letter in each triangular space. *Answer Drawer, page 77*

#1 ★



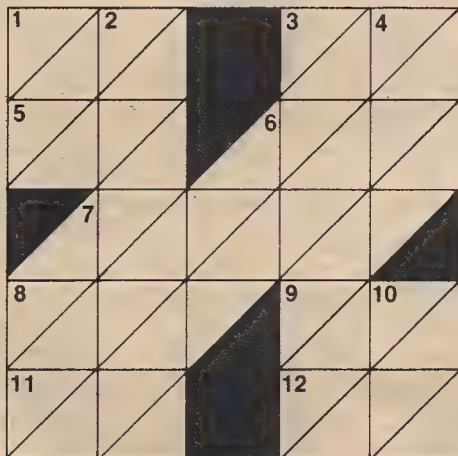
ACROSS

- 1 Halloween cover-up
- 3 Stallion or bull, e.g.
- 5 Lock openers
- 6 Snowbank
- 7 Harsh feeling
- 8 Beats, as wings
- 9 Draw permanently
- 11 One in debt
- 12 Eye-dropper?
- 2 Chicago's Sears Tower, e.g.
- 3 It has strings pulled
- 4 Southpaw
- 6 Turns down (the lights)
- 7 Moving, like lava
- 10 Scorch

DOWN

- 1 Brand of car

#2 ★★★



ACROSS

- 1 Big party
- 3 Fictional detective
- 5 Nimble
- 6 Buffalo's home?
- 7 Give rise to
- 8 South American capital
- 9 Story teller
- 11 Some Islamic names
- 12 Thus
- 2 Why one might be at a loss for words?
- 3 Ballroom fixture
- 4 Rile
- 6 Gambling haven
- 7 A twin
- 10 Jason's ship

DOWN

- 1 Sound of astonishment

FOLD THIS PAGE

The World's Most Ornery Crossword

by Mike Shenk

As You Like It

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 55. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you need help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 54). Remember, to peek or not to peek is up to you.

Hard Clues ★★★

ACROSS

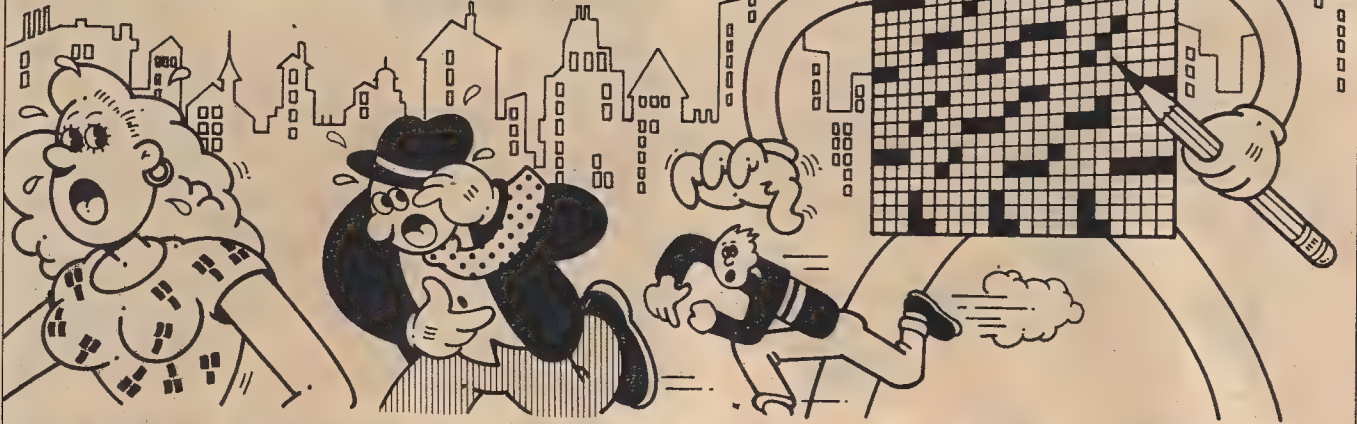
- 1 Props for Houdini
- 9 Frug variant
- 15 Ghostly
- 23 1977 Robby Benson movie
- 24 Binds together
- 25 View from the summit
- 26 Woven
- 27 At tedious length
- 28 Allow to pass
- 29 Author of *The Adrian Girl*, 166 B.C.
- 30 Merthiolate, e.g.
- 32 In harmony
- 33 Reader of signs?
- 34 Deserters, of a sort
- 36 Beany's cartoon sidekick
- 39 Cubs' crosstown rivals
- 40 Sepulchral
- 42 Ruth
- 44 Back-of-book feature, perhaps
- 46 Eye chart, formally
- 49 Colchis-bound ship
- 50 Bill Cullen, e.g.
- 51 Protuberant
- 52 *Cinq et cinq*
- 53 Large-scale attack
- 56 Clock feature
- 60 Flavorful herbs
- 62 More flavorful herbs
- 64 Biathlon item
- 65 Pooch pest
- 66 Darlings
- 67 Like Chicago, October 1871
- 69 Defeat
- 71 State tree of North Dakota
- 73 Riyadh native
- 74 Heated
- 76 The dots in Düsseldorf
- 78 Kal-EI, on earth
- 80 Snow White's dwarfs, e.g.
- 82 Foot the bill
- 85 Librarian's request
- 86 Some platters
- 89 *Simon and Simon* setting
- 91 Set off
- 93 "___ only a paper moon..."
- 94 Surpassed
- 96 Actor Nelson, of *Poltergeist*
- 98 Much-sung Broadway song
- 100 Samuel Richardson heroine
- 102 Schuss alternative
- 104 Paved stretches
- 107 Shock
- 108 Stallone, familiarly
- 110 Sotheby's event
- 111 Picacho
- 113 Transport
- 115 Symbol of purity
- 116 Pitcher part
- 118 Required, after "if"
- 120 Intrigue
- 122 Quells
- 124 Blair General Hospital employee
- 126 Dadaist Hans
- 128 Pews separator
- 129 Trouble
- 131 Cheap gin joint
- 132 Meat-and-potatoes
- 135 ___ work (bridges, etc.)
- 137 Supermarket department
- 138 Featherbrain
- 139 Bagel topper
- 140 Early newsmen
- 142 Literary letdown
- 144 Not very exciting
- 148 Bathsheba's husband
- 150 Ingredients in some home-made wines
- 152 Marks
- 154 Summoned for service
- 157 Hires
- 158 Apple-pie order
- 159 Visionary
- 160 Anesthetizes
- 161 Deluge
- 162 *Pajama Game* player
- 163 Halt, as development
- 164 Liberated muncher

DOWN

- 1 Masters and Johnson, e.g.
- 2 *12 mois*
- 3 *Raison* ___
- 4 The have-nots
- 5 "Come right ___!"
- 6 Like a dish antenna
- 7 Easy exercise
- 8 But, to Brutus
- 9 ___ strike (staged a job action)
- 10 Surrenders, nautically
- 11 Wound up
- 12 Facing deadlines
- 13 Intersection item
- 14 Common contraction

The World's Most Ornerly Crossword (continued)

Don't Peek Until You Read Page 53!

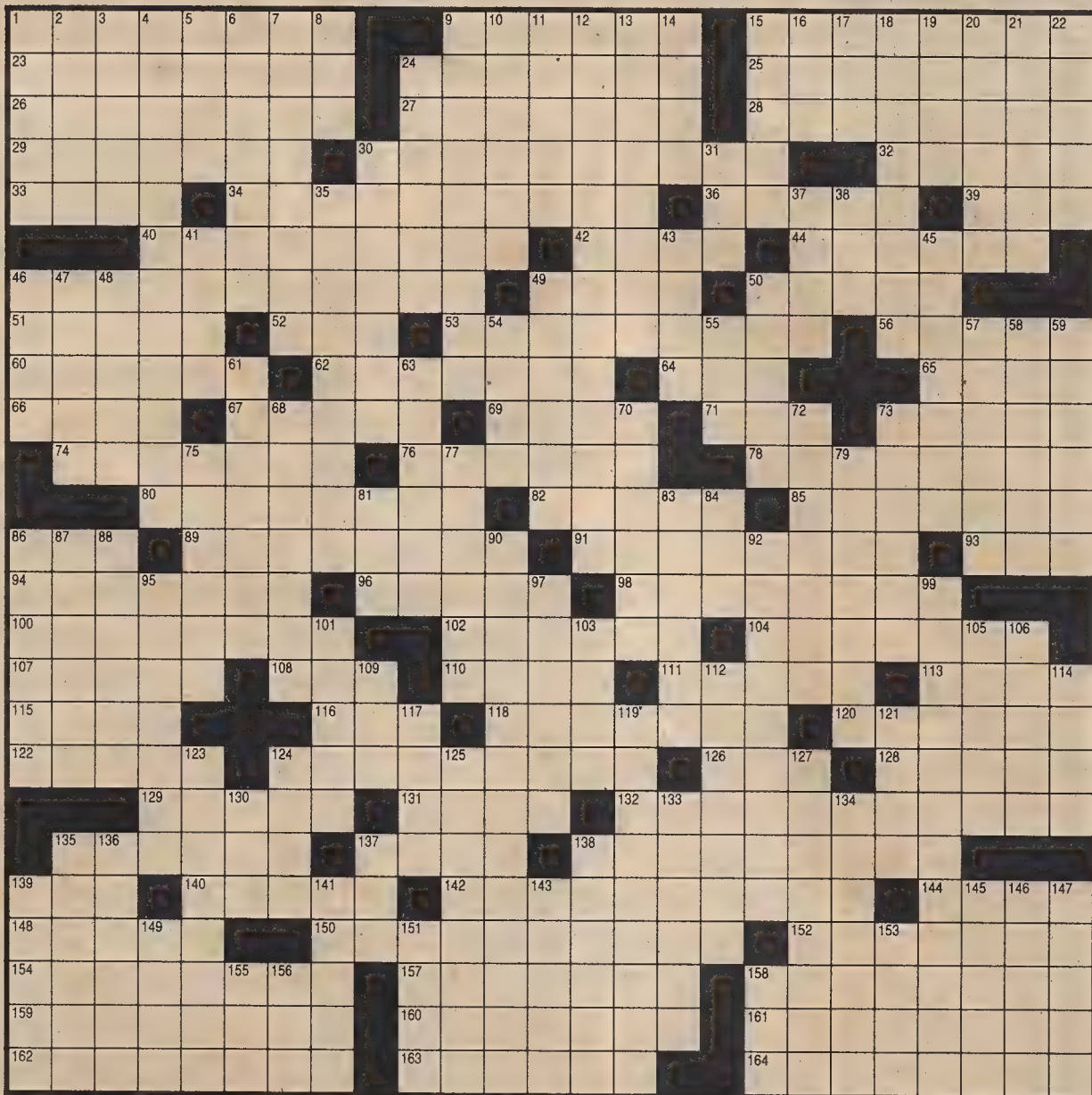


ACROSS

- | | | | | | |
|---------------------------------------|---|--|--|---|---|
| 1 Safety devices | 71 Shade tree | 126 Angel's instrument, to a Cockney | 8 But: Lat. | 55 ___ and Tina Turner | 109 Hairy Tibetan ox |
| 9 Dance named for an African tribe | 73 ___ Arabia | 127 Theater walkway | 9 ___ a limb (took a risk): 3 wds. | 57 Graduátes | 112 Large-lipped African women |
| 15 Of the rainbow | 74 Heat-related (MET RICH anag.) | 128 "___ Joe's" (sandwich board message): 2 wds. | 10 Lowers the topsail (IS A MAN anag.) | 58 Revise copy (CARTED anag.) | 114 Banana cover |
| 23 Backyard basketball game: 3 wds. | 76 Two dots over a German vowel | 129 Do a half gainer, e.g. | 11 Past or future | 59 Ill-fated U.S. battleship of 1898, and namesakes | 117 Go cycling |
| 24 Sidewalk materials | 78 Christopher Reeve movie role | 131 Basic | 12 Overworked: 2 wds. | 61 Flat boats of China | 119 Incomplete |
| 25 360° view | 80 Group of seven: Var. | 132 Of the teeth | 13 Roadside octagon: 2 wds. | 63 Neither masculine nor feminine | 121 Columnist Herb (ACNE anag.) |
| 26 Braided | 82 Trick or ___ | 135 Sandwich shop | 14 "___ She Lovely?" (Stevie Wonder hit) | 68 Physical well-being | 123 Bags with shoulder straps |
| 27 Continuously: 3 wds. | 85 "___ is golden" | 137 Foolish person | 15 "Sugar and ___ and ..." | 70 From ___ stern (completely): 2 wds. | 124 Painter Salvador |
| 28 Send in (MINT RIOT anag.) | 86 They're bigger than 45s | 139 Smoked salmon | 16 Cooking vessel | 72 Furry rodent of American streams | 125 Al Capp's comic strip: 2 wds. |
| 29 Actor ___ Stamp (CENTER E anag.) | 89 Home of the Padres: 2 wds. | 140 Weeper | 17 Ending for differ or consist | 73 Rarely | 127 Knights (PLAIN SAD anag.) |
| 30 Germ-killing | 91 Set out on a journey | 142 Sudden disappointment | 18 Body of water off Australia: 2 wds. | 75 Get dirty again | 130 Road top goo |
| 32 Make amends | 93 "___ a girl!" | 144 Domesticated | 19 Jog | 77 Sugar cane refuse (GAMES + S anag.) | 133 Except in the event that |
| 33 Fortuneteller | 94 Excelled | 148 Dickens's ___ Heap | 20 Branched (MORSE A anag.) | 79 Canada's Trudeau, and others | 134 Confused: 2 wds. |
| 34 Those who leave behind | 96 Goaltender Jim of the 1980 Olympics team | 150 Small purplish fruits | 21 Musical key: 2 wds. | 81 ___-tac-toe | 135 El ___ (city of gold) |
| 36 Director ___ B. DeMille | 98 Tom Snyder's old TV show | 152 Signifies | 22 Paint ingredient | 83 Nuclear weapons | 136 One who banishes |
| 39 Boston Red ___ | 100 Samuel Richardson novel (AIR CLASS anag.) | 154 Telephoned: 2 wds. | 24 Privately owned apartments, for short | 84 Woolen cap | 137 Actress Joanne (in HUMDRUM) |
| 40 Like Carlsbad | 102 Winding race-course for 64-Acrossers | 157 Participates, as in conversations | 30 Country adding to its territory | 86 Not the express trains | 138 Funeral songs |
| 42 Feel sympathy for | 104 Road surfaces (ARM CAST anag.) | 158 Neat habits | 31 Frigid | 87 Minister's stand | 139 Rational |
| 44 Solution | 107 Stupefy: Var. | 159 Believer in Utopia | 35 Overly inventive, as a story | 88 Clip together | 141 Gas gauge reading |
| 46 Optometrist's eye chart: 2 wds. | 108 Cunning | 160 Removes sensitivity | 37 Arrived | 90 Salad topping: 3 wds. | 143 Barter |
| 49 Jason's ship | 110 Store come-on | 161 Flood | 38 Company abbr. | 92 Dutch port | 145 The ___ (George Peppard show): 2 wds. |
| 50 Game show host | 111 Montana city | 162 "Que Sera Sera" singer: 2 wds. | 41 Everyone: Ger. (ELLA anag.) | 95 Cart pullers (NAY, MR. ED anag.) | 146 Hostess Perle (STEAM anag.) |
| 51 Of a bulge (OLAND anag.) | 113 Galleon | 163 Take into custody | 43 Throw | 97 Helmet-shaped flower parts (AGE ALE anag.) | 147 Industrial city of Germany |
| 52 Fort ___, NJ | 115 Comedienne Tomlin | 164 Popular video game: 2 wds. | 45 Good health and prosperity | 99 U.S. capital: 2 wds. | 149 Jai ___ |
| 53 Repugnant | 116 Corn spike | | 46 Ginger cookie | 101 Wide-awake | 151 Zeus, as a swan, visited her |
| 56 Burglary warning | 118 If ___ (if required): 2 wds. | | 47 Group of nine (TENON anag.) | 103 Look lewdly | 153 Pinta's companion |
| 60 Licoricelike herbs (IN SEAS anag.) | 120 Plan | | 48 Mrs. Archie Bunker | 105 Upper torso | 155 "What ___ you say?" |
| 62 Aromatic herbs (NNE SELF anag.) | 122 Watch "winders" | | 49 On the water | 106 City of India (MAILS anag.) | 156 America: Abbr. |
| 64 Snow runner | 124 Richard Chamberlain TV role: 2 wds. | | 50 Vices | | 158 Comic Conway |
| 65 ___ market (junk dealer's event) | | | 51 Squatting exercise: 2 wds. | | |
| 66 Strokes | | | | | |
| 67 Blazing | | | | | |
| 69 Misplacement | | | | | |

DOWN

- | | | | | | | |
|---------|-------------|----------------------------|----------------------------------|-------------------------------------|-----------------|------------------------------|
| 1 Bards | 2 Year: Fr. | 3 Raison ___ (TREED anag.) | 4 Opposite of bluebloods: 2 wds. | 5 "What's going ___ there?": 2 wds. | 6 Curved inward | 7 Squatting exercise: 2 wds. |
|---------|-------------|----------------------------|----------------------------------|-------------------------------------|-----------------|------------------------------|



Hard Clues (cont'd)

Answer Drawer, page 78

- | | | | | | |
|---|---------------------------------------|---------------------------------|---|--|---------------------------------|
| 15 Pomander contents | 41 Everyone, in Augsburg | 61 Hong Kong harbor | 86 Townspeople | 112 Pierced-lipped women | 137 Actress Joanne |
| 16 Syrinx player | 43 Fling | 62 Like "it" | 87 Preacher's place | 114 Play the ecdysiast | 138 Sad songs |
| 17 Inner: Prefix | 45 "The dole" | 63 Jack LaLanne concern | 88 Basic commodity | 117 Shuttle flyer Sally | 139 Clear |
| 18 Sight from Queensland | 46 Piece of cake | 64 From ____ stern | 89 Cruet contents | 119 Lacking | 141 Meaningless |
| 19 Harness race | 47 Trio trebled | 72 "____ Love" (Carpenters hit) | 90 Erasmus's birthplace | 121 Normandy town | 143 Traffic, in a way |
| 20 Branched | 48 The second Mrs. Theodore Roosevelt | 73 On rare occasions | 91 Cart drivers | 122 Some carry-on luggage | 145 Mr. T's group, with "The" |
| 21 Schumann's <i>Piano Concerto</i> in ____ | 49 Self-sufficient, financially | 74 Dirty anew | 92 Corolla parts | 124 <i>Persistence of Memory</i> painter | 146 Hostess Perle |
| 22 Ingredient of some coats | 50 Sermon topic | 75 Sugar cane pulp | 93 Site of the Folger Shakespeare Library | 125 Marryin' Sam married him off | 147 Food, to Friedrich |
| 24 High-rise units | 51 Chop down | 76 Balm and Cardin | 94 On the ball | 127 Royal champions | 149 Soviet mountain range |
| 30 Acquiring one | 52 1952 campaign nickname | 77 Sign of nervousness | 95 Lecher's look | 130 Salty dog | 151 Castor's mother |
| 31 Arctic | 53 Homecoming attendees | 78 Manhattan | 96 Treasure site | 133 Qualifying word | 153 Al Hirschfield's daughter |
| 35 Trickily fashioned | 54 Edit | 79 Project products | 97 India's former summer capital | 134 Discombobulated | 155 Performed |
| 37 Acquired, with "by" | 55 U.S. state and French province | 80 Burnside farmer, for short | 98 Flap one's gums | 135 Rio Plata fish | 156 Newspaper ____ <i>Today</i> |
| 38 "Fortune 500" abbr. | | | | 136 Banisher | 158 Bob Cratchit's son |

Sixteen Spies ★

by Robert Leighton

It looked like a typical day at the Embassy. Tanya was preparing a mickey for another fall guy. Boris was carrying enough TNT to blow the Kremlin to Kansas. Sasha was slinking microfilm up to her boudoir. And spies were lurking everywhere. I had no trouble spotting Vasily in the window,

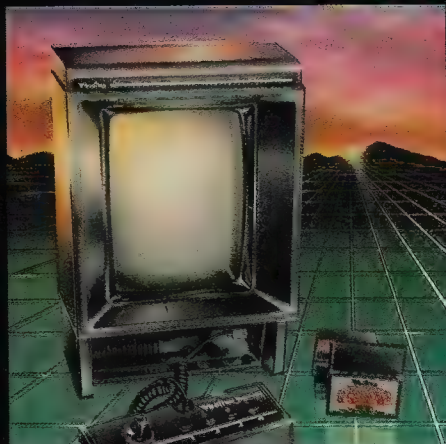
Gringley under the stairway, or Ulrich behind the mug shot on the wall. But somehow I had a feeling there was more to this picture than met the eye. My informants told me that 16 other spies were hiding here. Where were they?

Answer Drawer, page 75



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INTER GALACTIC TACTICS ☆☆

PINBALL MAZES IN OUTER SPACE

by Lori Philipson

At the turn of the 21st century, a group of astrophysicists from the Nebular Institute of Planets was assigned to a NIP lab on the planet Futora. They soon discovered four abandoned space stations just outside Futora's atmosphere, and looking for a little recreation, took to zipping through the stations on their galacticycles. Eventually they increased the challenge by turning the stations into the giant free-floating mazes shown here, the object being to exit each one after amassing as many points as possible.

To simulate the scientists' flights, begin each maze at an ENTER post. Travel along the white paths from one scoring post to another, tallying your score as you go. (See "Orb Nine" and "Tinkerbell" for special scoring rules.)

At both positive and negative scoring posts, you may either change direction or pass straight through. You may never retrace your path, though you may cross it at any time.

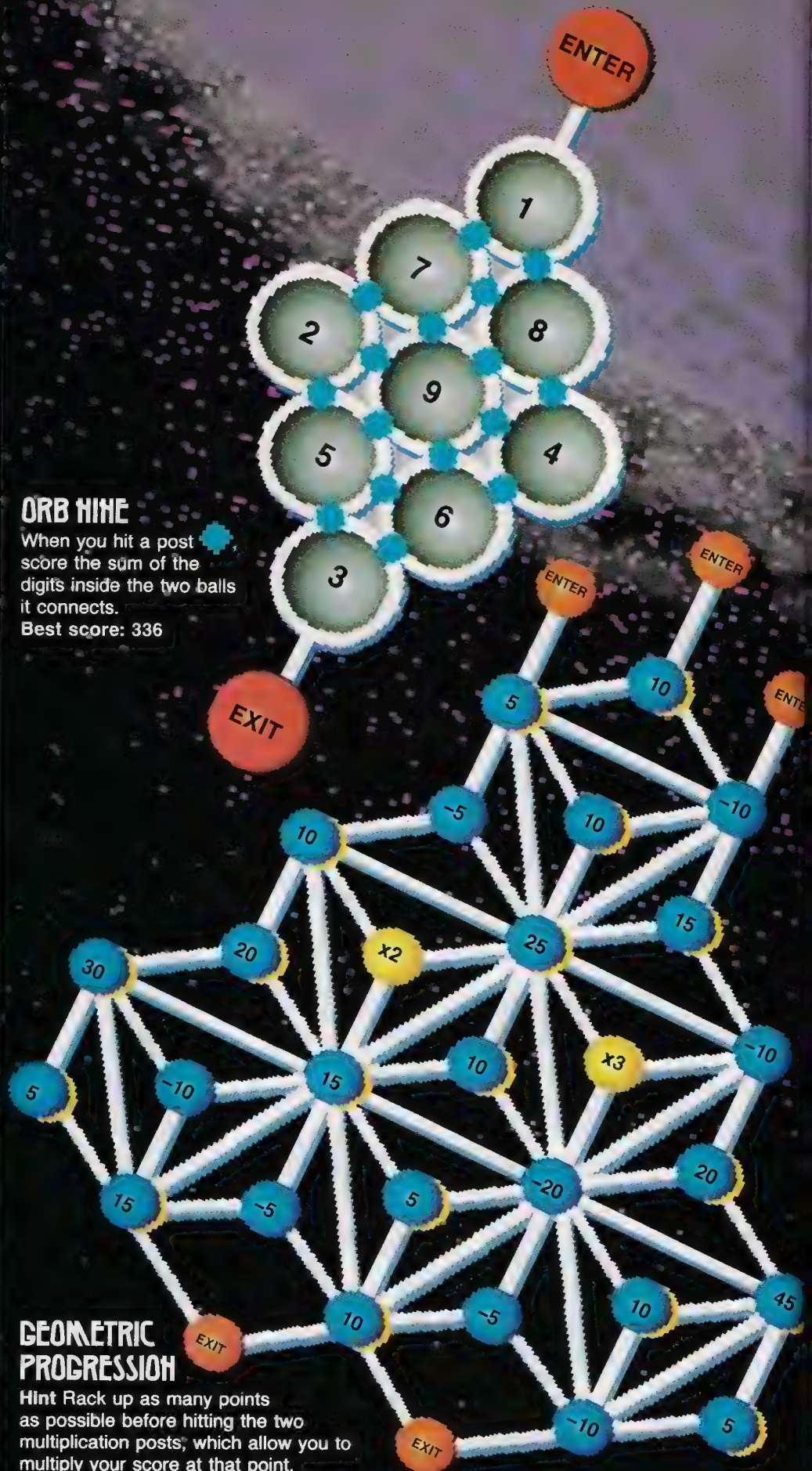
Try to hit each advantageous post as many times as you can, but keep in mind that the only way to leave a maze is via an EXIT post, and that once you hit an EXIT post, your game is over. Use tracing paper if you want more than one chance at matching—or exceeding—our highest scores, which are given with each maze.

Answer Drawer, page 72

ORB NINE

When you hit a post, score the sum of the digits inside the two balls it connects.

Best score: 336

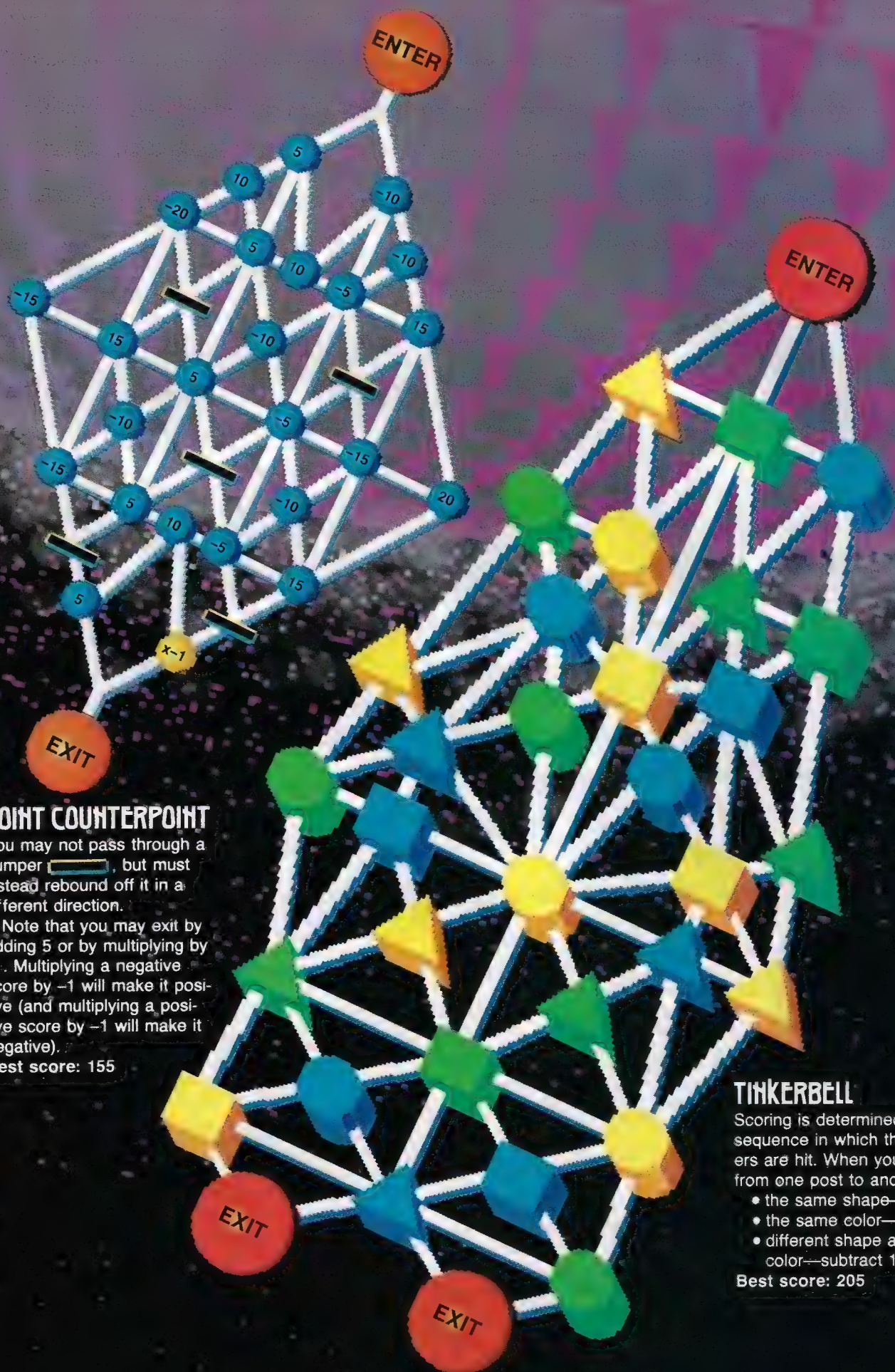


GEOMETRIC PROGRESSION


Hint Rack up as many points as possible before hitting the two multiplication posts, which allow you to multiply your score at that point.

Best score: 2,705

COMPUTER GRAPHICS BY NATIONAL IMAGE MAKERS



POINT COUNTERPOINT

You may not pass through a bumper , but must instead rebound off it in a different direction.

Note that you may exit by adding 5 or by multiplying by -1 . Multiplying a negative score by -1 will make it positive (and multiplying a positive score by -1 will make it negative).

Best score: 155

TINKERBELL

Scoring is determined by the sequence in which the bumpers are hit. When you move from one post to another of

- the same shape—score 10
- the same color—score 5
- different shape and color—subtract 10

Best score: 205

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28. M/A 1982	29. M/J 1982	30. J/A 1982	31. Sep 1982	32. Oct 1982	33. Nov 1982	34. Dec 1982	35. Jan 1983	36. Feb 1983
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Good Knight, Suite Prints

A Homophone Story by Mary Ellen Slate
(with apologies to Walter Mitty)

★☆☆

Homophones sound alike but differ in spelling and meaning, like knight/night, suite/sweet, and prints/prince. How many of the 140 pairs can you find in this tale?

Answer Drawer, page 75

Russell Wood, a nearly bald man of modest mien, wore clothes of worn serge and a tie with just the merest flecks of color. Unless you focused on his tie, he almost disappeared: His hair matched his face, which matched his suit—all grays.

Alone at his teller's cage, idle and bored, Russell took a peek at the frieze along the bank's ceiling. There was a knight, a minstrel with a lute, an urn, a lyre. Russell swayed on his feet and the room began to reel as he daydreamed.

Sir Claude de Bois reined his horse and rode at a slower gait. As the castle bell tolled, he saw the lord of the manor wave his sword at an empty metal cof-fer. "You vile villain, to steal my gold!" The weak serf cowered as the baron sent the steel weapon toward his heart. Sir Claude bawled: "Stop, by the Holy Rood! I am de Bois! I mete out justice and bring aid and succor to all men, howe'er base. Don't try my mettle or, rude coward, you'll be sealing your fate."

Suddenly through the grille of the cage came the hoarse bass voice of a constant cougher: "Freeze, sucker! Now, raise your hands. High."

Russell looked but saw no one.

"Didn't you hear me?" There was an edge of real pique verging on cholera in the rough voice. "Do as I told you."

"Do you mind, sir? I heard you but I can't see you," sighed Russell.

"Never mind the sighs, liar. Look down here. Damn! I'm losing patience."

The teller ducked his head and saw a vain, wee man only four feet high who paced up and down, stopping at intervals to flex his impressive arm muscles. He wore a tee shirt, suede jacket, and blue jeans. Over his seamed forehead and apple-like brows perched a wig, apparently tacked on with flour paste. His nose went straight for a bit, then took a sharp turn to the side. Yet Harry "Peewee" Farplotz, the world's smallest and most inept bank robber, had style. As he paced, a veil seemed to fall over Peewee's eyes:

Doctor Malcolm Farquahar stepped out of the hansom cab and paid his fare. "Another wholly daring feat accomplished for The Cause," he said as he flicked his ruff. None of his patients, in-

deed few in London, knew that the fop-pish medico was in fact a one-man war-against-injustice in the guise of the Purple Pimpernel, master spy, who mined the terrorists of the French Revolution of their cache of francs.

During the instants that the pint-size hood mused, thoughts chased through Russell's mind. He was considering gambling on an act of derring-do when he saw Peewee's aide, a very broad broad, pointing a big black gun at him.

Rose "Mean Queen" Farplotz was as outsize as her husband was undersame. Her beet-red hair was tied in a messy knot. She wore a wrap of mangy furs masquerading as minks and a four-carat rhinestone ring. "Not well-bred," thought Russell, "but oddly handsome." And then she too fell into a daze:

Chaste Rosalind, the shepherdess, rowed on the incoming sea tide. She began to wade in with her pail of mussels, as behind her on the strait, the surge of the surf moved to the barren shore. The rays of the morning sun glinted from a vein of silver ore in a boulder. A lone tern wheeled. As Rosalind headed for her secret vale, she could sense its peace. The dew had disappeared and the mist had vanished, quiet as a nun. She heard the caws of crows as the flocks soared over the copse of yews; a sole hare started to browse. Near the fields of hay and rows of rye, a deer family—hart, doe, and half-grown fawn—stopped to graze. A bee buzzed over the furze.

Rosalind hugged her slim waist in delight as she inhaled the scent of phlox. She picked a flower and heard a rustle in the bushy brake as a herd of sheep appeared, a woolly lamb gamboling beside each ewe. She passed by the stile, went through the gate, and bathed her feet in the crystal water of the tiny duct that led from the dam. She hummed a hymn for this balm to her soul.

Rose's return to reality was abrupt. "This doll could waste you," Peewee

snarled. "She knows how to use that gun. Last week she blew away four guys. And," he held up a vial of pale liquid, "this is a bomb. So let's have the bread, the loot, the dough."

Russell stopped and weighed the situation as an uneasy silence reigned. Then he got out the cash box and threw it on the counter. "Take it. Be my guest, but the sum total is only eight hundred dollars and some cents."

Russell's eyes were drawn, as though by a magnet, to Rose's big gun, which was now held loosely at her side. He knew that the tough facade had cracked and he felt bolder. With a wry smile, he said, "I'm only a simple teller."

"Gimme a break," Peewee whined. "We didn't figure you for a real big-shot magnate like Chairman of the Board, for instance—not even a pipsqueak loan officer. You're nothing but—" there was an astonished pause. "But you're de Bois. I've seen you in my dreams."

By now Russell had also guessed Peewee's alter ego. "Hey! I know you too. Well, hi! You're my idol, the gallant Pimpernel, the prince of spies. And," he made a bow to Rose, "this minx, this belle, this fair maid would be Rosalind."

Russell stopped with a groan. "Oh, dear, I owe you an apology. I pushed the alarm, and the police will be here soon."

"No need to fret, son, we'll beat the rap," said Peewee. "Not a penny has changed hands. Close the cash box and wipe off my prints. Then, just watch as Rosy eats her piece of hardware."

Rose calmly ate the gun, a creation made of a carved carrot dyed black.

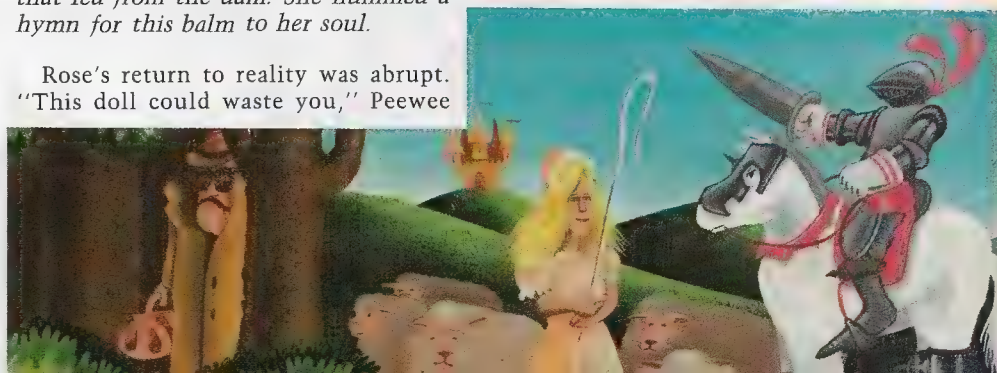
"And now," said Peewee, "I'll just drink the liquid bomb and that ought to sew it up." He knocked back the tea that had posed as TNT.

When the cops got there, they found a disappointing paucity of perpetrators, no villain to collar, no one to grill.

"It was a false alarm, in a manner of speaking," Russell told them with tact.

The police made out their report while Rose started to coo at their fierce attack dogs, who wagged their tails, put their paws in her lap, gently clawed her furs, and licked her nose.

For the three new-found friends, the nonheist had been a coup. One night a week they would meet for a "Days of Yore" fête when they ate well and wined well and told tales of the past.



What are these objects?

Don't be fooled by the people—they're actually engravings, superimposed on five photos of common objects. Can you identify the items pictured?

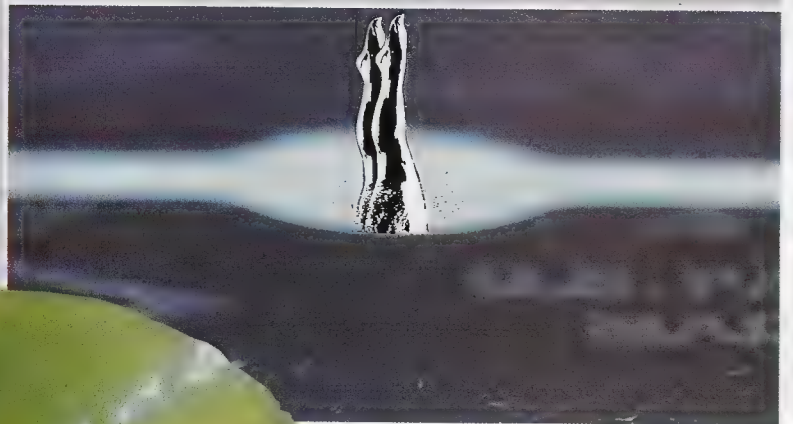
Answer Drawer, page 77



1



3



4

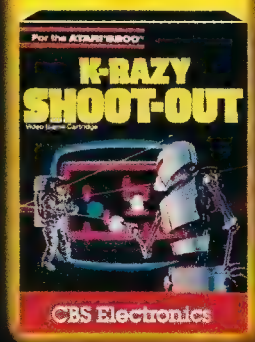
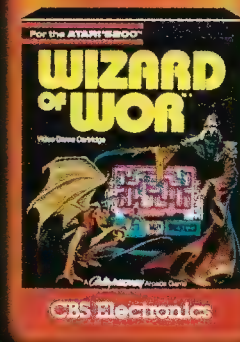
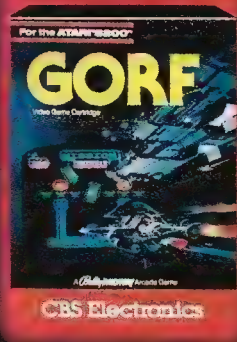


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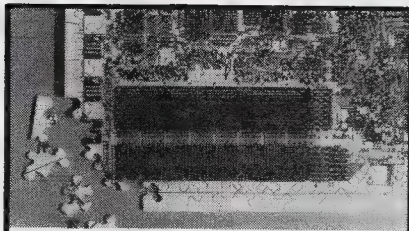
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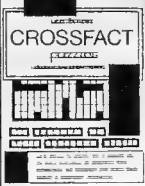


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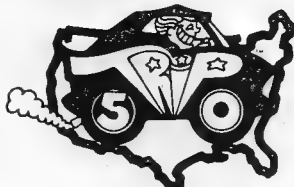
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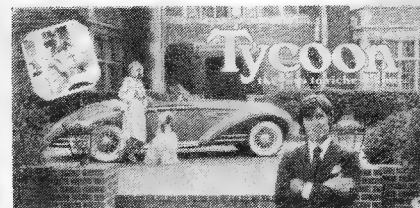
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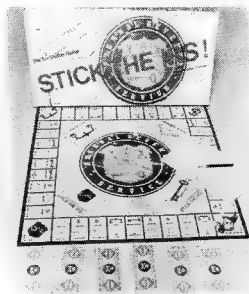
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What's a Rusty Nail?



a) the mate of the hammerhead shark.



b) a spring in a Hindu water bed.



c) the delicious combination of equal parts of Drambuie and scotch over ice.

LOGIC



Love and Marriage

The Trigamist? ★

When I arrived at Professor Dimwitty's office prepared to take a make-up exam in Logic, I was surprised to discover him on the point of leaving with three attractive women of his own age. Dimwitty, the prototype of the absent-minded professor, had forgotten our appointment and had failed to make out an exam.

The women—whom Dimwitty introduced as Alpha, Tau, and Omega—were the daughters of a professor of Classical Greek.

Dimwitty looked about, as if trying to decide what to do; then he smiled and whispered something to each of them.

Turning to me at last, he said, "One of these women always tells the truth, one always lies, and one alternates between truth-telling and lying. For your examination, you have 10 minutes to tell me which does which, and also which of them is my wife. You can ask any or all of them as many questions as you like."

I thought a few moments, then addressed all of them.

"Are you married to Professor Dimwitty?" I asked.

"Yes," they answered in unison.

Addressing Alpha and Tau, I asked, "Did Omega lie?"

"Yes," Alpha said.

"No," Tau answered.

I asked Omega, "Did you lie?"

"No," she answered.

I then told Professor Dimwitty which of the three always told the truth, which always lied, and which alternately told the truth and lied. I also told him which of the three was his wife. Can you?

Swap ★★

Sam, Will, Andy, and Paul were college professors who, with their wives—Sara, Willa, Anna, and Paula—played bridge together every Friday night. The men taught zoology, waste disposal, archaeology, and pharmacology. The women were a singer, a writer, a painter, and a photographer.

One Friday the men jokingly suggested wife-swapping. The women decided swapping was not such a bad idea, but only to take advantage of the men's varied household skills—sewing, wall-papering, air-conditioning repair, and plumbing. So they arranged a "swap," whereby each would get a "handyman for a day" to do a particular chore.

From the clues that follow, which men were married to which women, what were the men's and women's occupations, what were the men's hobbies, and who was "swapped" with whom?

1. Sam and his spouse sewed and sang together.
2. Will papered his house with rejection slips.
3. Andy combined his vocation with his avocation.
4. Their friends called Willa's husband "the drug dealer."
5. Paula "snapped" at Andy a lot.
6. People jokingly asked Paul where he'd "dug up" Anna. She'd lost 40 pounds in three months, and all her clothes needed to be taken in.
7. Sara needed help with her plumber's helper.
8. None of the couples' names began with the same letter. Nor did the names of any of the "swapped" couples.

ILLUSTRATION BY HOWARD LEWIS

by J. F. Peirce

Dearly Beloveds ★★

Five women sat in a lawyer's office. At various times each had been married to the same man, and now they were attending the reading of his will. The lawyer handed each of them a copy.

"Dearly Beloveds," the will read, "I, Jarvis Van Quint, being of sound mind, do make my last will and testament. Since the free enterprise system enabled me to amass my great fortune, I am prepared to pay homage to this spirit of competition by leaving all my wordly goods to *one* of you. The first woman to solve the following puzzle will be my sole inheritor."

The women were Ava, Bea, Cleo, Di, and Eve. Their professions, though not necessarily in order, were pianist, lawyer, Las Vegas showgirl, ventriloquist, and art dealer.

They had honeymooned with Jarvis in a cottage on Cape Cod, in a hot air balloon over Hemingway's Africa, in the Casbah in Tangiers, in the Taj Mahal in India, and in a sleeping bag atop the Matterhorn in Switzerland. They divorced in Independence, Kokomo, Las Vegas, San Francisco, and Tacoma.

The following clues were set forth in the will:

1. I left my heart (and my fifth wife) in San Francisco. You might say there was something "fishy" about our honeymoon.
2. Di has always been able to make her wishes known without opening her mouth.
3. The high point of my life with Ava was Mt. Kilimanjaro, and the low point was Tacoma.
4. My third wife got her independence back in Independence.
5. I married Ava after I was married to Di, and I married Bea before I married Di, who was my third wife.
6. I divorced Bea around the corner from the casino where she was working.
7. My second wife and I honeymooned in India between concert tours.
8. I met Eve when she was acting as Ava's lawyer in our divorce proceedings.
9. Bea took belly-dancing lessons on our honeymoon.

The will concluded: "In what order did my wives marry me, where did each of us spend our honeymoon, where did we get divorced, and what is the profession of each of my wives?"

Answer Drawer, page 78



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Edited by Stephanie Spadaccini

TRIVIA

The Song in Question

The category is song titles. The question: Can you name 10 songs whose titles are questions?

—Louis Phillips
Answer Drawer, page 80

AUNT HILDEGARDE

A Visit to Aunt Louella's

When Aunt Hildegarde went to visit Aunt Abigail, she came back home liking stores but not shops, ghosts but not goblins, and operas but not arias.

You see, Aunt Hildegarde likes things that have the same word structure as the name of the relative she has seen most recently. For example, Abigail, stores, ghosts, and operas all begin with two consecutive letters of the alphabet. Shops, goblins, and arias do not.

Recently, Aunt Hildegarde went to visit Aunt Louella, and came home with some new likes and dislikes.

Can you figure out what's guiding her tastes these days?

She loves the taste of CINNAMON, but dislikes CURRY.

When it comes to composers, she prefers BEETHOVEN to BRAHMS.

She'd much rather be caught in an AVALANCHE than a ROCKSLIDE.

She has a TERRARIUM, but not an AQUARIUM.

She prefers to put things in a STOREROOM, not an ATTIC.

She'd rather watch a LIFTOFF than a SPLASHDOWN.

She thinks she looks better in a BIKINI than a WETSUIT.

She GIGGLES, but never LAUGHS.

—David Diefendorf
Answer Drawer, page 80



TEASERS

True or False?

1. In ancient Greece, any woman caught watching the Olympic Games was put to death.
2. George Washington was the first U.S. President to cultivate marijuana (*Cannabis sativa*) plants.
3. Fred Waring, who with his band The Pennsylvanians played many popular song hits of the 1930s and 1940s, was the inventor of the Waring Blender.
4. Charlie Chaplin once took third prize in a Charlie Chaplin look-alike contest.
5. January 1, 2000, will be the first day of the 21st century.

—Keith N. Richards
Answer Drawer, page 80

HALL OF FAME

"First" Ladies

The last names of the well-known women below are the same as eight U.S. Presidents. What are they?

- | | |
|------------|------------|
| 1. Rita | 5. Marilyn |
| 2. Abigail | 6. Edie |
| 3. Kate | 7. Helen |
| 4. Bea | 8. Liz |

—Len Elliott
Answer Drawer, page 80

STUNTS

Math for Smart Alecks

We don't know how this multiplication trick works, but it's never failed us yet. Take any two numbers: say, 116 and 3,011.

Halve the first number again and again, discarding any fractional remainder, until you reach the number 1. Thus: 116, 58, 29, 14, 7, 3, 1. Double the second as many times as you halved the first. Thus: 3,011; 6,022; 12,044; 24,088; 48,176; 96,352; 192,704.

Write these series alongside each other, and cross out every even number in the halves column and its partner in the doubles column. Thus, as shown in the following columns, the even numbers in the halves column (116, 58, and 14) are crossed out along with their companions in the doubles column (3,011; 6,022; and 24,088), regardless of whether these are even or odd.

HALVES	DOUBLES
116	3,011
58	6,022
29	12,044
14	24,088
7	48,176
3	96,352
1	192,704

Add the numbers that remain in the doubles column only. The resulting sum will be equal to the product of the two numbers you started with. Thus: 12,044 + 48,176 + 96,352 + 192,704 = 349,276 = 116 × 3,011.

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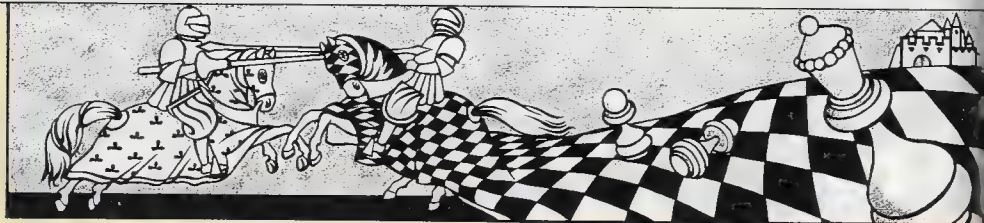
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WORDPLAY

Add Two and Mix

If you add the same two letters to each of the following eight words and then rearrange the letters of each, you'll find yourself with a new set of eight common English words. What are those two letters?

- | | |
|----------|----------|
| 1. CHAT | 5. LET |
| 2. PET | 6. TEA |
| 3. COLT | 7. LIKEN |
| 4. CHIPS | 8. GLUM |

—Henry E. Leabo
Answer Drawer, page 80

REAL LIFE TOPOLOGY

One Good Turn

We're so used to seeing things the way they are that trying to imagine them in some other way can be surprisingly disorienting. Take an ordinary glove, for instance—a right-hand glove. If you turn it inside out, will it now fit your right hand or your left?

Too easy? Then try this: Imagine that you're wearing a long-sleeved pullover sweater in the normal way—that is, with the label in the back, inside the sweater. If you remove the sweater, turn it inside out, put your arms back in the same sleeves they were in before, and put the sweater back on, will the label now be on the inside or the outside? In the front or the back?

—B.H.

Answer Drawer, page 80

HALL OF FAME

Name the Nickname

Ethelred was called "the Unready" because he always kept his dates waiting. But seriously, folks... Can you identify these fictional or historical personalities by their often appropriate monikers?

1. _____ the Baptist
2. _____ the Red
3. _____ the Conqueror
4. _____ the Confessor
5. _____ the Lionhearted
6. _____ the Terrible
7. _____ the Lip
8. _____ the Man
9. _____ the Moocher
10. _____ the Pelvis
11. _____ the Stilt
12. _____ the Surf
13. _____ the Knife
14. _____ the Greek
15. _____ the Freeloader

—Eleanor McKinlay

Answer Drawer, page 80

TOUGH NUTS

Surrounded

You'll probably need to get out the atlas to solve this one:

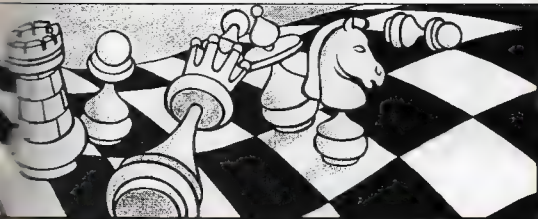
You are in a city in the continental United States. If you proceed directly from some part of this city in any of the four directions (north, south, east, or west) you will, without enter-

ing any other city or town in your own state, enter a different state. It will be the *same* state in all four directions.

What city and state are you in, and what state will you enter?

—Chad Goodchild and Bill Bechem

Answer Drawer, page 80



TRIVIA


*M*A*S*H Notes*

The single "M*A*S*H" question in "Life Is Just a Bowl of Trivia" (Gamebits, August, page 12) provoked a flurry of response from readers, many of whom turned the tables and quizzed us with their own "M*A*S*H" questions. Here are our favorites.

1. Which two characters are married to women named Louise?
2. What is the name of Max Klinger's ex-wife?
3. Name the sisters of Charles Winchester and Father Mulcahy. And what is unusual about Winchester's sister?
4. What does B.J., as in B.J. Hunnicut, stand for?
5. What is the name of B.J.'s dog?
6. Which character claims in an early episode to have a sister who knits for him but later says he is an only child?
7. What are the real names of Hawkeye Pierce, Radar O'Reilly, and Hot Lips Houlihan?
8. Can you match each character with the correct hometown?
 1. Hawkeye Pierce
 2. Frank Burns
 3. B.J. Hunnicut
 4. Hot Lips Houlihan
 5. Sherman Potter
 6. Henry Blake
 7. Charles Winchester
 8. Max Klinger
 9. Radar O'Reilly
 10. Father Mulcahy
 - a. Philadelphia
 - b. Bloomington, IL
 - c. Fort Wayne, IN
 - d. Boston
 - e. Crabapple Cove, ME
 - f. Mill Valley, CA
 - g. Toledo, OH
 - h. Ottumwa, IA
 - i. Hannibal, MO
 - j. None (Army brat)

Answer Drawer, page 80

ILLUSTRATION BY MITSURU SALGIAN



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ANSWER DRAWER

12 A Very Magic Square

1	8	3
6	4	2
5	0	7

Each row adds up to 12, as shown above. The images are: one way signs, skater's figure 8, 3-D glasses, six-shooter, petit fours, Jefferson \$2 bill, 5-and-10-cent store, Zero Mostel, 7-Up can.

Picture Credits: one-way signs, Barry Simon; skater, Focus on Sports; 3-D glasses, J.R. Eyerman, *Life Magazine* (© 1952, Time Inc.); six-shooter and 5-and-10 cent store, Culver Pictures; petit fours and 7-Up can, Kathy Kesting; Zero Mostel, Movie Still Archives.

50 Family Pictures

The families are as follows:

Colors Green (golf), violet (flower), orange (fruit)

Units of length Foot, rod (fishing), meter (parking)

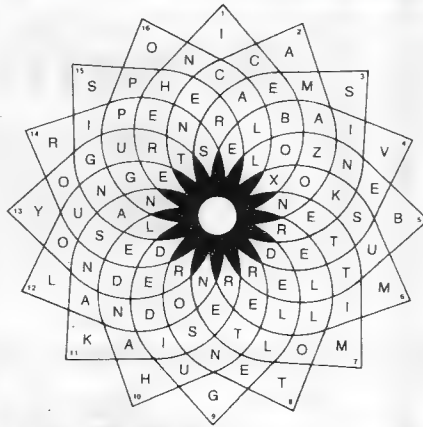
Words ending with X Sphinx, fox, jukebox

NFL teams Jets, Bills, Vikings

Metallic elements Nickel, silver (the Lone Ranger's horse), iron

Homophones of letters Bee, tea, eye

25 Petal Pushers



27 Twist-a-Rhyme

1. STONE, SEWN, GROWN, THRONE
2. CURSE, WORSE, VERSE, TERSE
3. NUDE, LEWD, CRUDE, STEWED
4. REIGNS, PANES, VEINS, PLAINS
5. GANDER, SLANDER, CANDOR, DANDER
6. BRUISE, LOSE, SHOES, VIEWS

20 Brush With Nature: Hint

The sequence centers on the various interruptions the artist faces as she's trying to paint: An escaped bull charges past her; a flash rainstorm sends her temporarily running for cover; and she leaves to change her water (not necessarily in that order).

Answer Drawer, page 76

27 Shining Examples

L	E	N	I	N	R	A	W	A	P	E	X			
A	R	I	S	E	E	L	I	A	R	A	R	E		
L	I	G	H	T	T	H	A	T	F	A	I	L	E	D
A	C	H	S	U	E	R	N	A						
S	A	T	B	A	T	B	O	Y	L	A	P			
	L	A	M	T	I	E	R	I	G	A				
S	L	I	C	E	S	R	E	S	T	A	G	E	D	
L	I	G	H	T	A	S	A	F	E	A	T	H	E	R
U	N	H	E	E	D	E	D	T	S	E	T	S	E	
M	E	T	S	W	E	B	S	S	W					
P	R	S	P	A	S	S	E	R	E	A	R			
			A	I	L	G	A	S	I	T	A			
T	H	E	S	P	E	E	D	O	F	L	I	G	H	T
R	O	O	K	S	E	E	N	A	S	H	O	T		
Y	E	N	S	L	E	E	P	A	T	S	Y			

58 Intergalactic Tactics

Our scores were achieved as shown.



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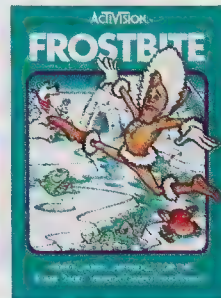
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2. How many grooves are on one side of a 45 rpm record?
3. How deep is mark twain?
4. What's the strongest muscle in the human body?

5. What movie star died at the age of 14 but left a son who also made movies?

(Answers at the bottom of the page.)

One reason that Trivial Pursuit™ has become so popular so fast is that it's so easy to play. You can move in either direction as you try to collect the 6 chips (one for each subject category) that you need to win.

But watch out! Your opponents get to pick the subject of your last question.

Scoring chips are color-coded by subject: Entertainment, Sports & Leisure, History, Geography, Science & Nature, Art & Literature.

And there's more: The Silver Screen and All-Star Sports editions (with 6,000 new trivia questions in each!) are available right now. And others are on the way. So the fun has only just begun.

- ANSWERS:**
1. Hawaii. 2. One.
 3. Two fathoms or 12 feet.
 4. The tongue.
 5. Rin Tin Tin.

Two new editions are already here!



ANSWER DRAWER

61 Good Knight, Suite Prints

The homophones, in alphabetical order, are:

aid—aide	daze—days	high—hi
ate—eight	deer—dear	him—hymn
bald—bawled	derring—daring	holy—wholly
baron—barron	do—dew	horse—hoarse
bass—base	doe—dough	idle—idol
bee—be	ducked—duct	instants—instance
beet—beat	fare—fair	knew—new
bell—belle	fate—fête	knight—night
blue—blew	feet—feat	knot—not
bomb—balm	flecks—flex	know—no
bored—board	flocks—phlox	lone—loan
boulder—bolder	flour—flower	lute—loot
brake—break	four—for	lyre—liar
bred—bread	frieze—freeze	magnet—magnate
brows—browse	furs—furze	maid—made
cache—cash	gait—gate	manor—manner
carat—carrot	gambling—gamboling	metal—mettle
cause—caws	grays—graze	mete—meet
ceiling—sealing	grille—grill	mien—mean
chased—chaste	grown—groan	mind—mined
choler—collar	guest—guessed	minks—minx
Claude—clawed	guise—guys	muscles—mussels
clothes—close	hair—hare	nose—knows
coffer—cougher	hansom—handsome	nun—none
cowered—coward	hay—hey	oh—owe
coo—coup	hear—here	or—ore
copse—cops	heard—herd	paced—paste
damn—dam	heart—hart	pale—pail

This puzzle was based on an idea by J. F. Peirce.

passed—past	succor—sucker
patience—patients	sum—some
pause—paws	sun—son
peace—piece	swayed—suede
peek—pique	sword—soared
prince—prints	tacked—tact
raise—rays	tales—tails
real—reel	tea—tee
reined—reigned	tern—turn
rode—rowed	their—there
rood—rude	threw—through
Rose—rows	tied—tide
rough—ruff	to—too
Russell—rustle	tolled—told
rye—wry	use—yews
seamed—seemed	vain—vein
see—sea	veil—vale
sense—cents	vile—vial
sent—scent	villein—villain
serf—surf	war—wore
serge—surge	wade—weighed
sighed—side	waist—waste
sighs—size	weak—week
so—sew	wee—we
soul—sole	wined—whined
steal—steel	wrap—rap
straight—strait	yore—your
style—stile	you—ewe

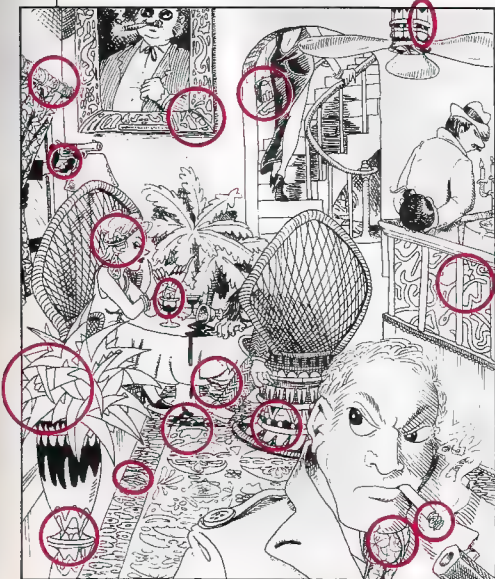
52 Double Cross

- | | |
|---------------|----------------|
| A. CRAFTS | N. INDIVIDUATE |
| B. HANGS | O. MOON |
| C. ADAPTATION | P. UNAWARE |
| D. NAPHTHA | Q. SCRIP |
| E. DRAWERS | R. THRASH |
| F. LATCHED | S. BACK DOWN |
| G. EDIFIED | T. EDELWEISS |
| H. RAPPORT | U. GO AWAY |
| I. HONORS | V. ODDS-ON |
| J. ENTREATY | W. IMPORTANT |
| K. LADDIE | X. NEW DELHI |
| L. LATHE | Y. GRAMMAR |
| M. OPHTHALMIA | |

Salvador Dali went to Harpo and presented Harpo with a harp. After that day, Dali and Harpo were always friends. . . . Groucho's comment to me was, "It was a great combination. Dali didn't speak much English and neither did Harpo."—(Charlotte) Chandler, *Hello, I Must Be Going*

56 Sixteen Spies

The spies were concealed as shown.



51 Cryptic Crossword

ACROSS

- 1 Manuscript (man + cuts + rip)
- 6 Scot (s + cot)
- 9 Desolation (I don't lose a)
- 10 Inca (in + CA)
- 11 Mathematics (ma's + thematic)
- 15 Trained (Ted + rain)
- 16 Relieve (release)
- 17 Goatees (got a + see)
- 19 Withers (writes + h)
- 20 Chessmaster (star schemes)
- 23 Ache (bACHElor)
- 24 Podiatrist (top diarist)
- 25 Hops (two meanings)
- 26 Stares down (stairs down)

DOWN

- 1 Made (dame)
- 2 Nose (noes)
- 3 Salamanders (Alan's dreams)
- 4 Rotated (to trade)
- 5 Pioneer (one + pier)
- 7 Centimeter (time + center)
- 8 Transverse (stars never)
- 12 Alliterates (iterates + all, and lit.)
- 13 Stagecoach (pun)
- 14 Karate chop (at rock heap)
- 18 Seaport (sport + ea.)
- 19 Wittier (Whittier)
- 21 Silo (oils)
- 22 Stun ('50S TUNes)

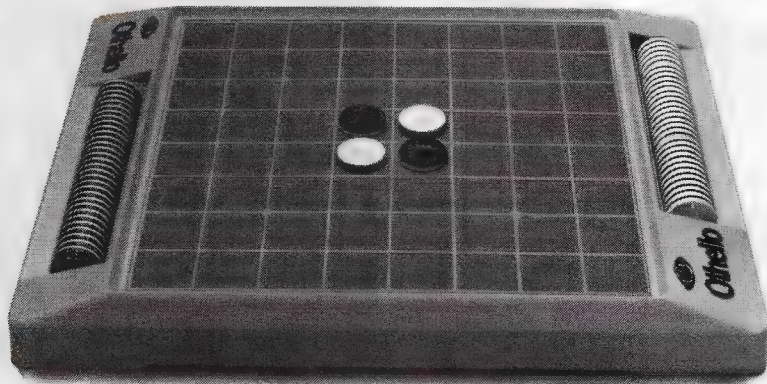
9 Gamebits

The photo was shot from a window in di Cicco's Massachusetts home. Using a filter on the lens of a permanently mounted camera, di Cicco exposed to the sun the same frame of film at 8:30 A.M. approximately once a week for a year. The figure-eight effect is produced by the earth's tilt and its elliptical orbit. The three streaks were caused when di Cicco kept the shutter open from dawn until 8:25 A.M. at the time of the summer solstice (top), the winter solstice (bottom), and at the loop's crossover point (middle). The single sun at the top of the photo was photographed when the shutter went off later than planned one day due to a power failure. To finish the picture, di Cicco removed the filter and photographed his neighbor's house as seen from the same window.



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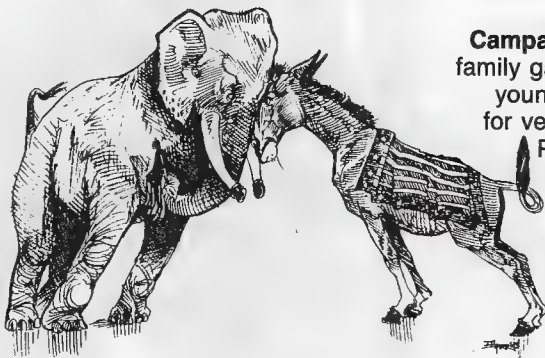
A minute to learn. A lifetime to master.



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20 Brush With Nature

The correct sequence is H, C, G, E, A, F, D, I, B.
In the first scene, picture H, our artist already has dirty water by her side, a result of her work so far. The barn door is closed and there are no cows yet in the pasture. A large pumpkin sits on the porch of the farmhouse. A sunny sky, with what seem like fair-weather clouds, suggest a picture-perfect day is in store.

By picture C, however, the sky is turning slightly grayer. The barn door has been opened and the cows are beginning to roam. The painter has taken the jar to get clean water.

In picture G, the artist is back and the water has been changed. She has eaten a snack from her picnic basket, disturbing the checkered cloth slightly in the process. Below her, a bull charges out of the barn, a surprised farmer in hot pursuit.

By picture E, the bull has stormed up the hill, trampled the fence, and sent the painter scrambling for safety. Her belongings have been strewn about. At the house, the pumpkin has disappeared from the porch and a light is on inside (suggesting the pumpkin has been taken in). The wind is picking up (seen in the chimney smoke and the blowing leaves) and the farmer has taken the truck to chase the bull.

In picture A, the farmer has brought the bull back in the truck and is now struggling to get the stubborn animal into the barn. The artist has returned and set up her materials again. Since she's painted more of the hillside, her water has turned a light green.

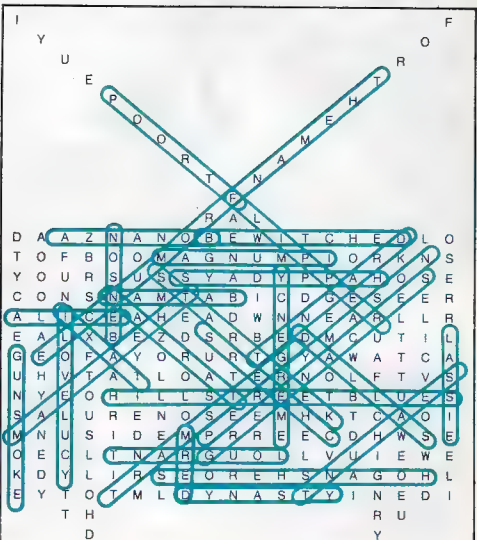
In picture F, the storm is moments away. With the cool wind blowing, the painter has rolled down her sleeves and packed up her belongings. The barn door is finally closed and the farmer runs for shelter toward the house, where the door is being opened for him.

In picture D, the storm is passing overhead. Only the painter's easel and chair are left out in the rain.

The shower has passed and the sky is clearing in picture I. The artist is back at work, with clean water, and she has painted in the barn door. While waiting out the storm, she has eaten the rest of her lunch and finished the bottle of wine, which she's turned upside-down in the basket. She is using her picnic cloth as a mat for the wet stool. The rain has left large pools of water on the dirt road. The carved pumpkin has been placed on the porch, and the farmhouse is now quiet: The chimney is no longer smoking (indicating the fire has cooled down) and the truck is leaving the farm.

In the last picture, B, the artist has added the pumpkin to her painting, so her water has turned orange. As the rain puddles slowly evaporate, the sun comes out and turns the sky a clear blue—just the perfect sky for painting a picture.

26 Screen Test



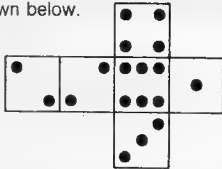
30 Con Quest

- Control (con troll)
- Congesting (con jesting)
- Contribute (con tribute)
- Consent (con scent)
- Conceal (con seal)
- Conduct (con ducted)
- Confined (con fined)
- Condescending (con descending)
- Contraction (con traction)
- Concave (con cave)
- Conceding (con seeding) or construing (con strewing)
- Consensus (con census)
- Contest (con test) or concourse (con course)
- Conceited (con seated)
- Conserving (con serving)
- Contract (con tracked)
- Contour (con tour)

28 Mental Gymnastics

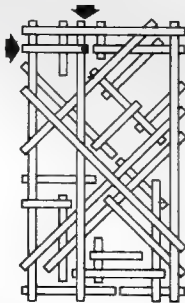
1. The Curious Die

The face directly opposite the six has two spots (we *did* call it a most curious die). The expanded cube is shown below.



2. Highest Point

The dot (as marked by the arrows) indicates the highest point in the pile of rods:



3. Yes or No?

Yes! What you are being asked is simply, "If the problem you solved before this one was harder than this one, was the problem you solved before this one harder than this one?"

4. Sands of Time

The minimum overall time is just 15 minutes! The correct procedure is as follows: (1) Put the egg into boiling water and start *both* timers. (2) When the small timer runs out after seven minutes, turn it over to start timing again. (3) When the large timer runs out after 11 minutes, the small timer will have been running for four minutes; turn the small timer over again. (4) After a further four minutes the small timer will run out. Eleven minutes plus 4 minutes equals 15, and your egg is ready.

5. Railway Routes

There are 2,501 different ways of traveling from A to E without going over any section more than once during any journey. The various routes may be summarized as follows:

- 2 routes visiting 4 stations (e.g., ABDE)
- 9 routes visiting 5 stations (e.g., ABCDE)
- 24 routes visiting 6 stations (e.g., ABCDE)
- 90 routes visiting 7 stations (e.g., ABCDCDE)
- 288 routes visiting 8 stations (e.g., ABCDCBDE)
- 504 routes visiting 9 stations (e.g., ABCDCBCDE)
- 1584 routes visiting 11 stations (e.g., ABCDCBCDBDE)

Total: 2,501 routes

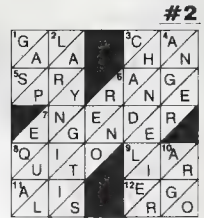
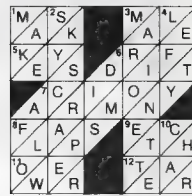
62 Eyeball Benders

- Hairbrush
- Green pepper
- Straight pins
- Center of a razor blade
- Grapes stem, after the grapes have been eaten

Fake Advertisement

The Fake Ad announced in the Table of Contents was for Sale of the Year and appeared on page 70.

53 Double Parking

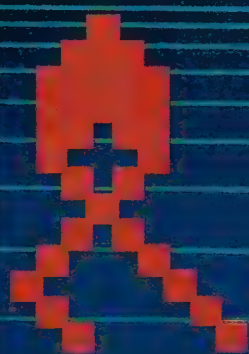
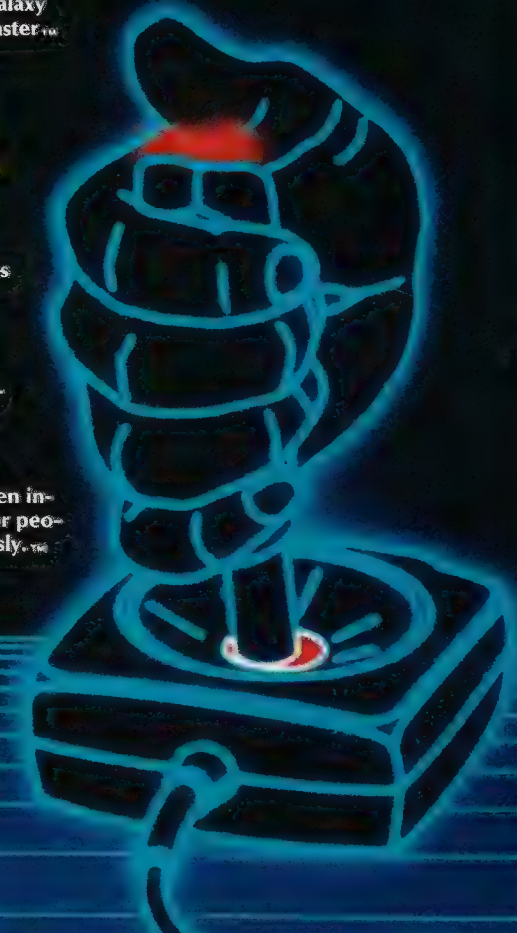


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ANSWER DRAWER

29 Letter Perfect

HERBS ARMS MUSH
ALEUT LIEU ASHE
SKIRR SPANISH I I
AENEID OLDSTERS
APRON ALERTS
ARBUTUS HEIR
HOE TITHE POOLQ
ALAR DEALT FRAU
BLUEJ ATTIC EVA
COOL ENCASED
ASSAYS TRACE
STILETTO SCRAPS
WORLDLYYY CILIA
ALEE EKED CATTY
NEED REDS CLASS

66 Logic

The Trigamist?

Alpha always lied, Tau alternated between lying and truth-telling, and Omega told the truth and was Mrs. Dimwitty.

Swap

Sam was married to Willa, a singer; he taught pharmacology, enjoyed sewing, and took in Anna's clothes.

Will was married to Sara, a writer; he taught zoology, enjoyed wallpapering, and helped Paula paper her walls.

Andy was married to Paula, a photographer; he taught waste disposal and enjoyed plumbing. He helped Sara with hers.

Paul was married to Anna, a painter; he taught archaeology and enjoyed repairing air-conditioners. He fixed Willa's air-conditioner.

Dearly Beloveds

Bea is the first wife. She is the Las Vegas showgirl, honeymooned in the Casbah, and divorced in Las Vegas.

Cleo is the second wife. She is the pianist, honeymooned in the Taj Mahal, and divorced in Kokomo.

Di is the third wife. She is the ventriloquist, honeymooned on the Matterhorn, and divorced in Independence.

Ava is the fourth wife. She is the art dealer, honeymooned in Africa, and divorced in Tacoma.

Eve is the fifth wife. She is the lawyer, honeymooned on Cape Cod, and divorced in San Francisco.

49 The Sky's the Limit

CASTLE PASTELS SASHES
ARTIES ESCAPEE TUPELO
FLYMETOTHEMOON ARARAT
EELER TRON SSE RATE
NEDS TOTEM CAL CIA
COL ASTARISBORN
PROBERS REDYE STEAMED
RONELY IAN NAB ELKES
OMENS PLUTOCRAT MES
CATS BALLET STOLA TRI
ONO WON RHO WAS HER
LOU HADES EBBING METE
CHI ASTEROIDS MASON
WHAT'S SOP ETA MODULE
VIOLETS REUSE DEPENDS
OFFONACOMET CID
NEV MIR ASCOT ALVA
EDAM ACT THAT LEEDS
CANAPE THEDAILYPLANET
ELUDER EATABLE RESALE
EASERS SPENSER EYELET

51 Cryptic Warm-Up Puzzle

ACROSS

1. SPRUCE. The word SPRUCE in two different senses means "straighten up" and "the evergreen tree."
4. RIVERS. If the words DRIVERS ("pilots") is written without its first letter, or "topless," the result is RIVERS ("large streams").
6. ENSIGN. The answer ENSIGN ("the flag") is literally found in the letters of "AthENS (GNore."
7. ASLEEP. The word ASLEEP ("taking a nap") is an anagram of PLEASE. The word "change" suggests the rearrangement.

DOWN

1. SORE. The answer SORE ("in pain") sounds the same as SOAR ("fly"). The word "heard" indicates the homophone.
2. RAVINES. If RAVES ("talks wildly") literally goes around IN, the result is RAVINES ("gorges").
3. CARMINE. The answer CARMINE ("bright red") is a combination of CAR ("auto") and MINE ("belonging to me").
5. SNAP. The word SNAP ("something easy to do") is a reversal of PANS ("skillets"). The word "turning" suggests the reversal.

32 Dszquphsbnt!

1. CRYPTOON. "How am I expected to grow up when both my role models constantly act like a couple of babies?"
2. JUST DESSERTS. Folks generally get what is coming to them, unless it went through the Post Office.
3. WILLING TO SACRIFICE. I can always find a way to limp along without the gross necessities if I can keep my luxuries.
4. LIVE AND LEARN. Use the errors of others, not as a basis for faultfinding, but as lessons in self-improvement.
5. HOW TO. . . To make an apple pie truly from scratch, you must first invent the universe. Carl Sagan.
6. LOOK BEFORE YOU LEAP. What this country sorely needs is a safety net for people who jump to conclusions.
7. QUICK AND NIMBLE. Nursery-rhyme Jack held homestyle athletic events involving prodigious leaps over candlestick.

26 Screen Test: Word List

1. Alice
2. Perry Mason
3. Dallas
4. Gunsmoke
5. Hogan's Heroes
6. Benson
7. Star Trek
8. Batman
9. Happy Days
10. Sea Hunt
11. Lou Grant
12. Bewitched
13. Dragnet
14. The Man from U.N.C.L.E.
15. Lassie
16. F Troop
17. Hill Street Blues
18. Tarzan
19. Get Smart
20. The A-Team
21. Cheers
22. I Love Lucy
23. Taxi
24. Flipper
25. Green Acres
26. Dynasty
27. Mr. Ed
28. Bonanza
29. Emergency
30. Magnum, P.I.

29 Block-Out

LVSSMTHBAOCS
UOUNOIEECULT
CIIATLAARNOA
RCTCODRSICCI
EEEKRETTDEKR

55 As You Like It

PADLOCKS WATUSI SPECTRAL
ONEONONE CEMENTS PANORAMA
ENTWINED ONANDON INTROMIT
TERENCE ANTISEPTIC ATONE
SEER ABANDONERS CECIL SOX
CAVERNIOUS PITY ANSWER
SNELLENT ESTARGO EMCEE
NODAL DIX OFFENSIVE ALARM
ANISES FENNELS SKI FLEA
PETS AFIRE LOSS ELM SAUDIT
THERMIC UMLAUT SUPERMAN
SEPTETTE TREAT SILENCE
LPS SANDIEGO EMBARKED ITS
OUTDONE CRAIG TOMORROW
CLARISSA SLALOM TARMACS
APPAL SLY SALE BUTTE SHIP
LILY EAR NEEDSBE SCHEME
STEMS DRKILDARE ARP AISLE
EATAT DIVE FUNDAMENTAL
DENTAL DELI DINGALING
LOX CRIER ANTICLIMAX TAME
URIAH MULBERRIES DENOTES
CALLEDUP ENGAGES TIDINESS
IDEALIST DEADENS INUNDATE
DORISDAY ARREST MSPACMAN

22 Here's Johnny!

Monologue

1. Downtown Burbank
2. Joan Rivers
3. Fred de Cordova
4. Tommy Newsom
5. Mandrake Curvy
6. Commissary
7. Goodshaft
8. Jim Fowler
9. Joan Embery
10. Rodney Dangerfield
11. Bob Hope
12. Carl Sagan
13. Stump the Band
14. Blends

Segue: After the monologue, Johnny (d) swings an imaginary golf club.

The King of Comedy

1. (b) *Who Do You Trust?*
2. (d) The fear of walking backward into a cold doorknob
3. (b) 15.5 million
4. (c) Vinnie Abruzzi's Little Touch of Newark
5. (a) They have erasers on both ends.
6. (a) Steve Allen and (d) Jack Paar
7. (d) Clipping his fingernails
8. (a) On the plains of Nebraska

The Four Ages of Johnny

Johnny's been hosting *The Tonight Show* for 21 years. The correct order of pictures is (D) 1963; (B) 1967; (A) 1970; and (C) 1980.

Second Bananas

1. (c) Carl; trumpet
2. (d) Alpo and Budweiser
3. (a) Socks with the toes cut off
4. (c) Skitch Henderson and (d) Milton DeLugg
5. (b) A pig and a horse (Ed takes the side of the horse.)

Johnny's Jests

1. (e) Ronald Reagan
2. (g) Don Rickles
3. (h) John Glenn
4. (j) The Elephant Man
5. (b) Prince Charles
6. (d) Richard Nixon
7. (a) Ed McMahon
8. (c) Billy Martin
9. (f) Gerald Ford

In Character

1. Picture A, G. Walter Schmeer; B, Aunt Blabby; C, Floyd R. Turbo, American; D, Carnac the Magnificent; E, Art Fern.
2. (c) Carol Wayne
3. (d) Cut off your slauson
4. (a) "What's the bra size of a flat-chested shark?"
(b) "What does it say on St. Peter's answering machine?"
(c) "How does a congressman keep track of who he's dating?"
5. (d) Hermetically sealed in a mayonnaise jar on Funk & Wagnalls' porch until noon

Photo credits: First page, headline photo, UPI; "The Four Ages of Johnny" (top to bottom), Globe Photos, Wide World Photos, UPI, Wide World Photos; bottom left, John R. Hamilton/Globe Photos. Second page, "G. Walter Schmeer" and "Art Fern," Allan S. Adler/Photoreporters; "Carnac," "Aunt Blabby," and "Floyd R. Turbo," NBC Photos.

These instructions could save your life.



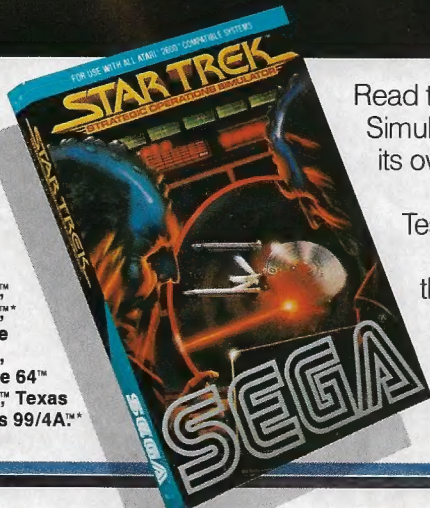
Phasers are armed and ready for constant fire. They are the only weapon effective against the mighty Nomad.

Impulse engines let you maneuver the Enterprise through minefields and enemy ships.

Warp speed will get you out of tight situations fast. And it's about the only way you can get close enough to fight Nomad.

You can replenish your supply of weapons and shields by docking the Enterprise at a Starbase. But every time you dock, it costs you points.

A photon torpedo can take out a cluster of Klingons. But they're in short supply, so don't waste 'em.



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Star Trek. With the exclusive Star Trek Combat Control Panel. Don't leave Earth without it.

SEGA
The Arcade Winners.

WILD CARD ANSWERS



The Song in Question

These are the 10 we came up with:

- "What's New, Pussycat?"
- "Where Did Our Love Go?"
- "Where Is Love?"
- "Who's Afraid of the Big Bad Wolf?"
- "What Kind of Fool Am I?"
- "Who Will Buy?"
- "Has Anybody Seen My Gal?"
- "Do You Wanna Dance?"
- "How Much Is That Doggie in the Window?"
- "Why Don't We Do It in the Road?"

A Visit to Aunt Louella's

Aunt Hildegard likes words that use one letter three times.

True or False?

1. True. The poor things were thrown off a cliff.
2. True. Marijuana was a leading fiber crop of the era, used in the manufacture of rope.
3. True. He invented it, in 1936, because he wanted something "that will turn you out an icy frappe while you look at it."
4. True. In the late 1920s, Chaplin attended a dress ball in Monte Carlo, where a dozen world-famous celebrities were made up to look like him. The contest was judged on costume, gestures, and walk.
5. False. Since the first century began with the year 1, the 21st century won't begin until January 1, 2001.

"First" Ladies

- | | |
|--------------|-----------|
| 1. Coolidge | 5. Monroe |
| 2. Van Buren | 6. Adams |
| 3. Jackson | 7. Hayes |
| 4. Arthur | 8. Taylor |

Add Two and Mix

The two letters are S and Y:

- | | |
|------------|------------|
| 1. YACHTS | 5. STYLE |
| 2. TYPES | 6. YEAST |
| 3. COSTLY | 7. SKYLINE |
| 4. PHYSICS | 8. SMUGLY |

One Good Turn

The label will be on the outside, in the front. (And the inside-out right-hand glove will fit the left hand.)

Name the Nickname

1. John
2. Eric
3. William
4. Edward
5. Richard
6. Ivan
7. Leo (Durocher)
8. Stan (Musial)
9. Minnie
10. Elvis
11. Wilt (Chamberlain)
12. Murph (Jack Murphy)
13. Mack
14. Jimmy
15. Freddie (as portrayed by Red Skelton)

M•A•S•H Notes

1. Frank Burns and Trapper John
2. Laverne
3. Honoria and Angelica, respectively; Honoria stutters.
4. The initials don't stand for anything.
5. Waggo
6. Hawkeye Pierce
7. Hawkeye was born Benjamin Franklin Pierce; Radar, Walter C. O'Reilly; and Hot Lips, Margaret Houlihan.
8. 1.(e) 6.(b)
2.(c) 7.(d)
3.(f) 8.(g)
4.(j) 9.(h)
5.(i) 10.(a)

With thanks to readers Gretchen H. Swanz, Nan Lehto, Evan L. Marcus, Rachel Kugel-mass, Bill Barnett, and Adam Newman.

Surrounded

The city is Greenwich, Connecticut. (Full credit if you answered Stamford, its neighbor to the east; the two make up one metropolitan area.) To the north and west is Westchester County, New York, and to the south and east (from Greenwich Point) is Long Island.



EUREKA

Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete answer than one previously given in the Answer Drawer.

★ **Weighs and Means** (September, page 40). Elyn Hloben, of St. Louis, MO, found a much simpler solution for Professors Graham and Pound, who wanted to share equally in their find—14 golden icons of varying weights. After the first six icons were weighed the two men could each take the contents of one tray and then simply evenly divide up the four cats, two stars, and two snakes remaining.

★ **Proverb Analysis Test** (August, page 43). We replaced the key words in famous proverbs with their initials, and could have sworn our answer to "H. is the B.P."—Honesty is the best policy—was unique. Royal Connell, of Virginia Beach, VA, wrote to tell us that an alternate answer was "Hunger is the best pickle." While trying to decide whether to file his letter under C for "crank" or S for "silly," one of our editors cried "Eureka!" and directed us to Ben Franklin's *Poor Richard's Almanack*. Sure enough, Franklin used the expression, "pickle" in this case meaning a small amount of food, or appetizer.

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December

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